



Faith
Lutheran College Redlands

MYPATH@FAITH
Course Selection Book
Year 8 -10 2025



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Learning at Faith Secondary

Learning at FLCR looks and feels different to that of a traditional high school.

The world is no longer something that is only seen through the 6pm news. Our daily online experiences influence every facet of our lives. FLCR understands how education and learning has changed, allowing students to develop into flexible, empathic learners through participation in our **'Sphere of Capabilities'** education model. This model focuses on the students learning in broad areas so that the coursework is transdisciplinary and has a major focus on;

Literacy, Numeracy, Creative Thinkers, Entrepreneurship, Empathy/Ethics, Personal and Social Development and Technology.

FLCR recognises and adheres to the Alice Springs (Mparntwe) Education Declaration Goals.

Goal 1: The Australian education system promotes excellence and equity

Goal 2: All young Australians become:

- confident and creative individuals
- successful lifelong learners
- active and informed members of the community

Foundation Year

When students enter FLCR they generally start our 'Foundation Year' program, which allows for a smooth transition from Primary to Secondary. These students experience learning through a CORE Learning Program (CLP) delivered by dedicated Foundation teachers in a flexible learning environment. The CLP encompasses the ACARA curriculum through English, Mathematics, HaSS, Science, HPE and Christian Studies. This coursework is delivered

through a transdisciplinary approach allowing for students to investigate real world issues, focusing on critical thinking, problem solving, collaboration, leadership and teamwork.

A rotational program consisting of the ACARA Curriculum for 'The Arts' and 'Technology' is delivered to compliment the CLP and further develop their understanding of the world.



Pre QCE Years

Once the Foundation Year is completed, students then develop an Individualised Curriculum Program (ICP) that allows students to customise their learning based upon their interests and talents.

FLCR therefore does not have traditional curriculum year levels and for the 3 years of the program, students generally choose 7 transdisciplinary courses each semester, across three levels of ability. Students choose, along with guidance from the College, the course and level, based upon their ability, interest and passion. This allows students to always be challenged in their learning.

Changes to their ICP must be approved by the student, parents and College. As we do not have curriculum year levels, most classes will contain students of varying ages, but all students have chosen to be there because they want to participate, so the classroom atmosphere is focused and engaged.

QCE Years

All students aim to attain a Queensland Certificate of Education (QCE). Students are able to undertake QCE studies at any age, provided they have a realistic chance of successful completion and their participation in the class is unlikely to negatively impact on other students. The majority of students at FLCR will be working towards an ATAR or an Alternative University Entrance Pathway which is far more flexible and largely VET based.

Most students enter the QCE phase of their learning in the last two years of schooling. These courses are developed by the QCAA and allow students to gain an ATAR, if they are on a university pathway. Vocational Education Programs (VET) are also offered and many students choose at least one program so as to gain qualifications for casual work.

During their time at FLCR, every student is allocated a mentor for which their coursework and ICP will be monitored and reviewed so that the best pathway for their learning can be determined and actioned.

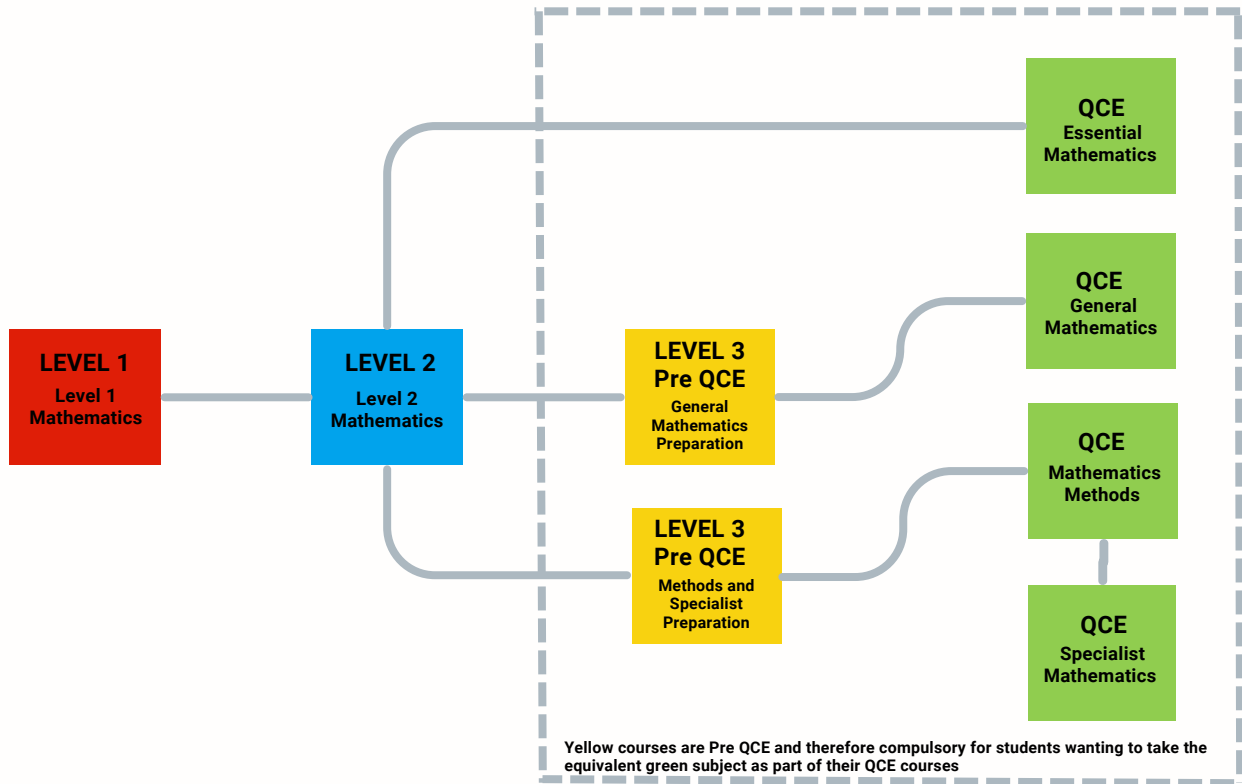
At FLCR students, have more voice and more control over their learning. They can choose subjects that best suit them. If it is not working then they have the ability to change it. This really encourages students to be challenged, knowing that they have choice in their education.

Course Progression

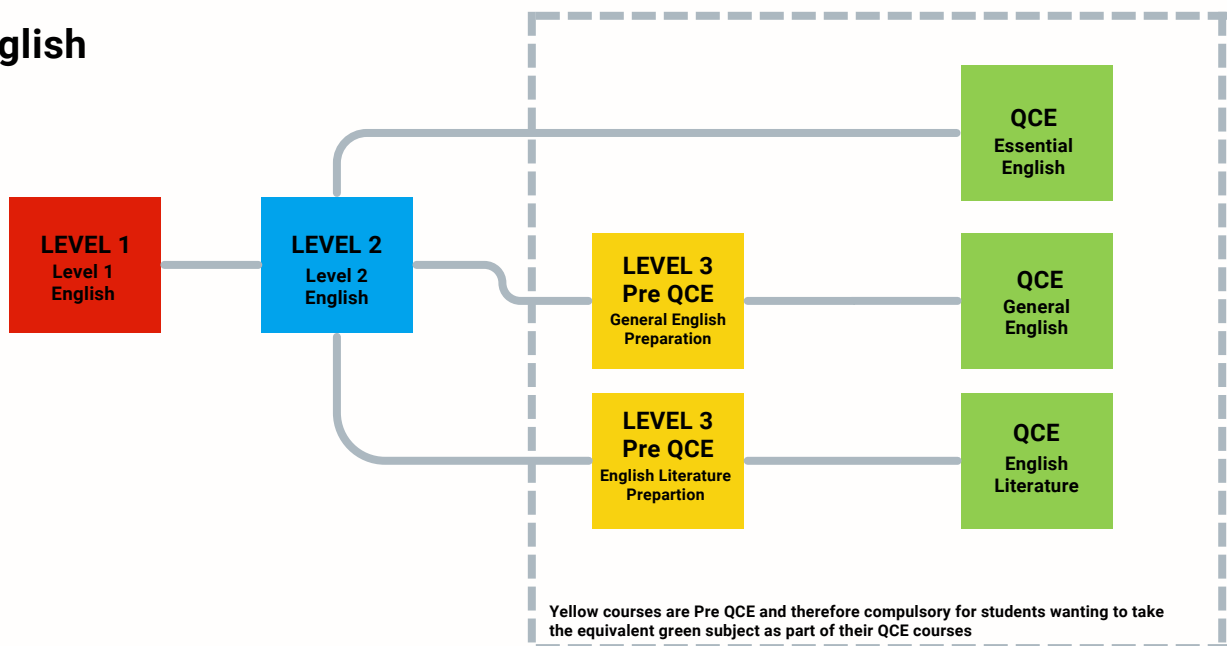
The following flowcharts indicate a course progression for the main areas of learning, starting from a Level 1 course through to the Year 11/12 QCE courses. The solid lines indicate the pathway from one level to another with the dashed lines indicating courses at the same level that could be studied at the same time. The yellow courses are recommended prerequisites for subjects in Year 11 and 12. Please Note that certificate courses do not have prerequisites but are shown as part of the course progression.



Mathematics

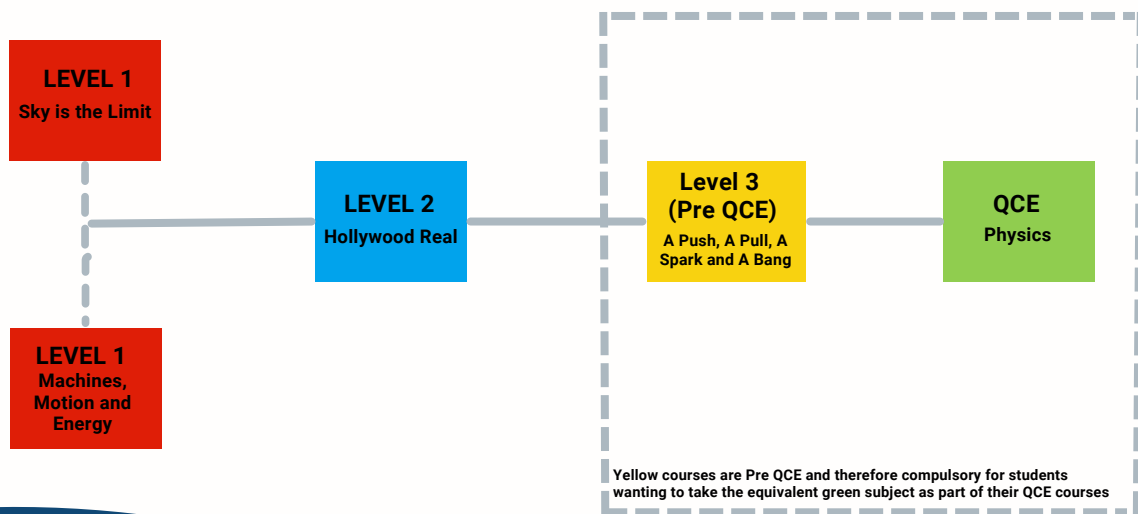
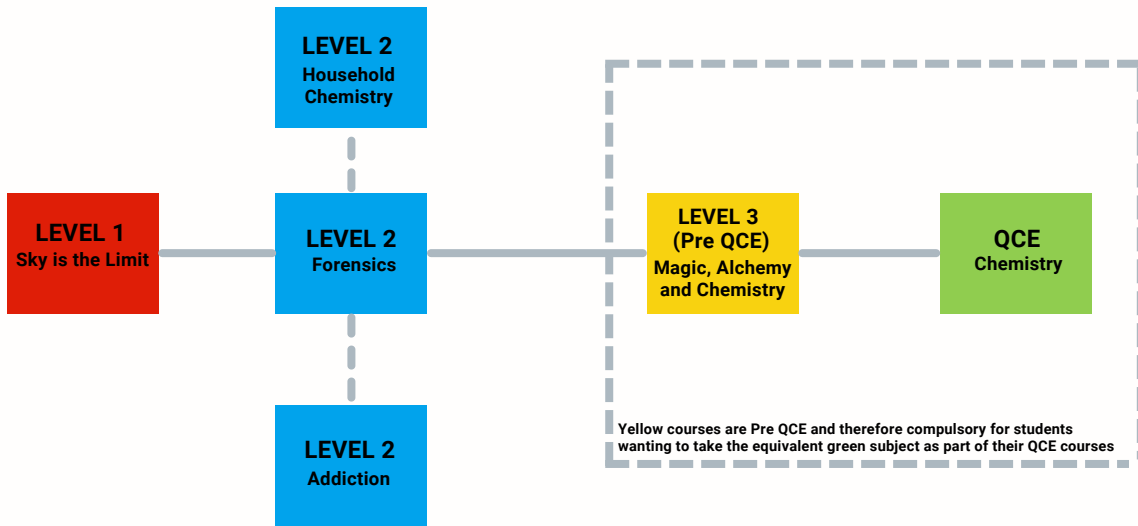
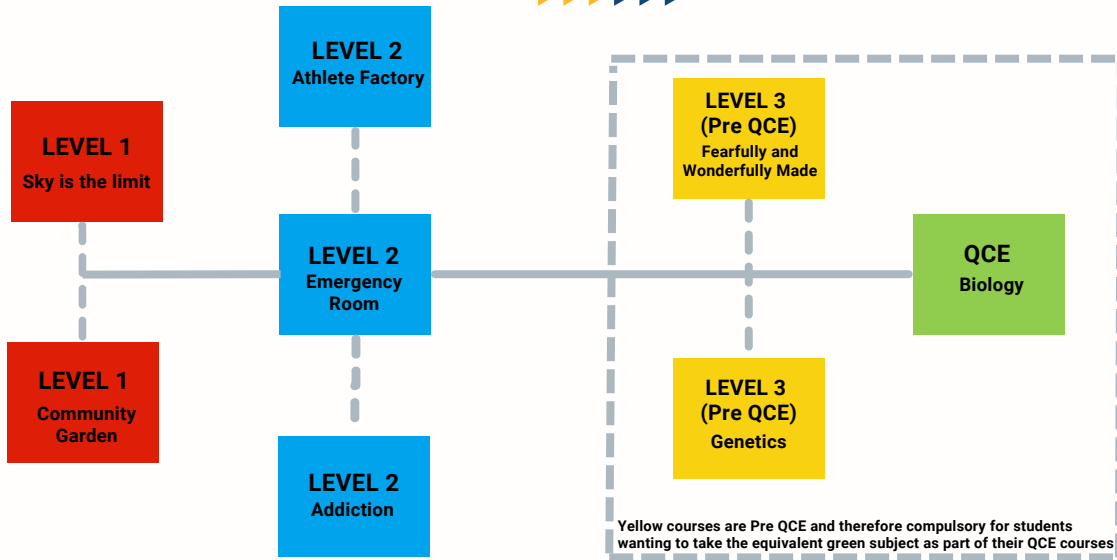


English



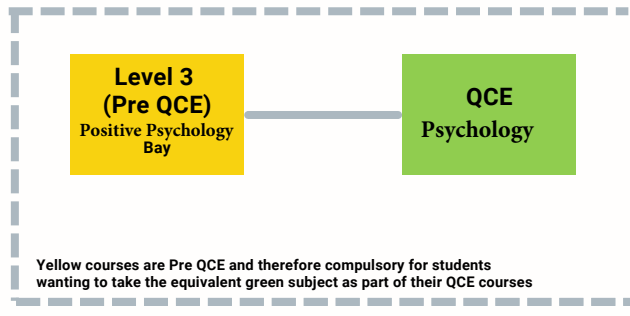
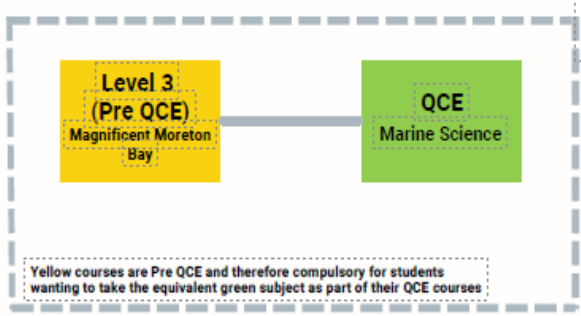


Science

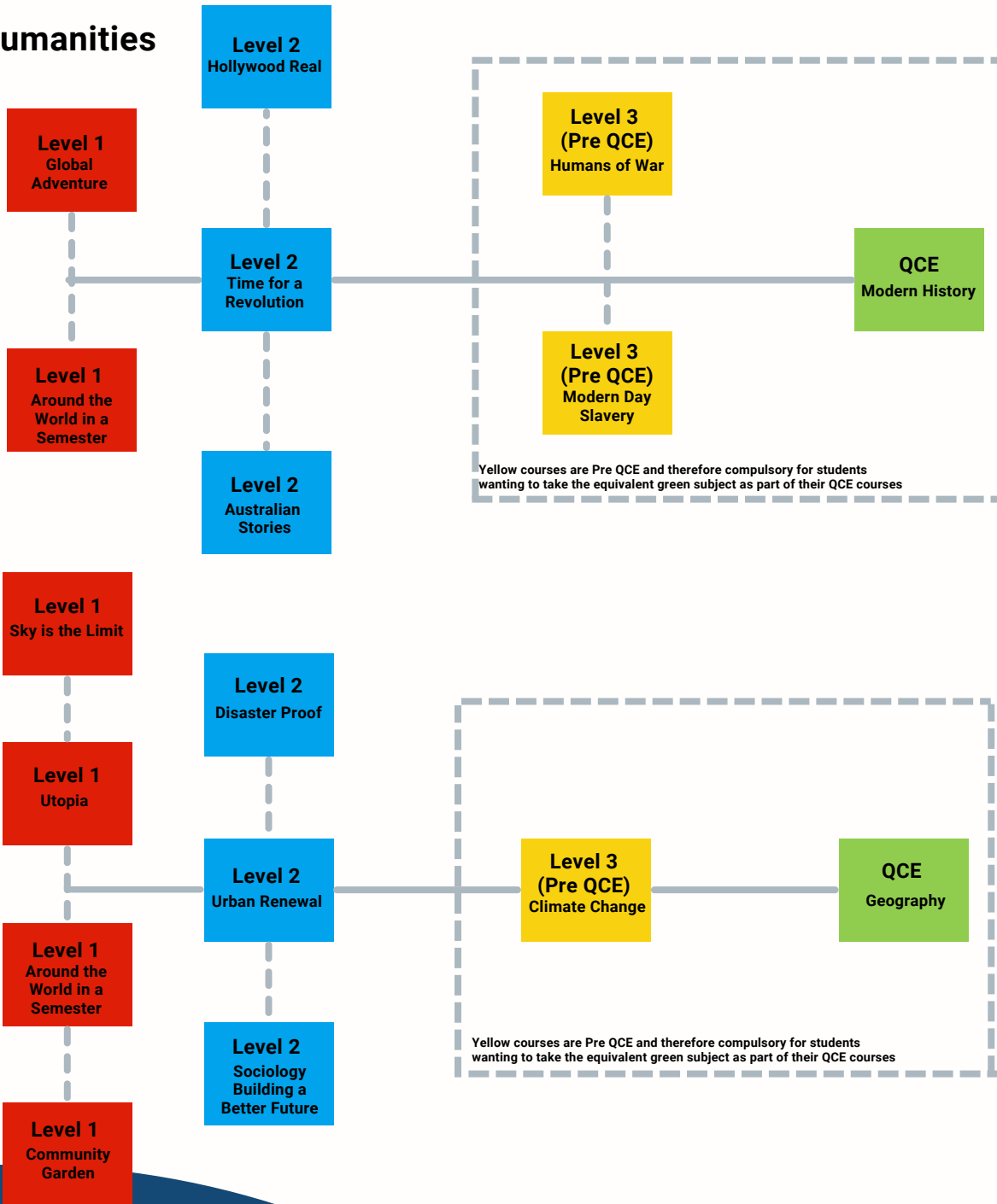




Science

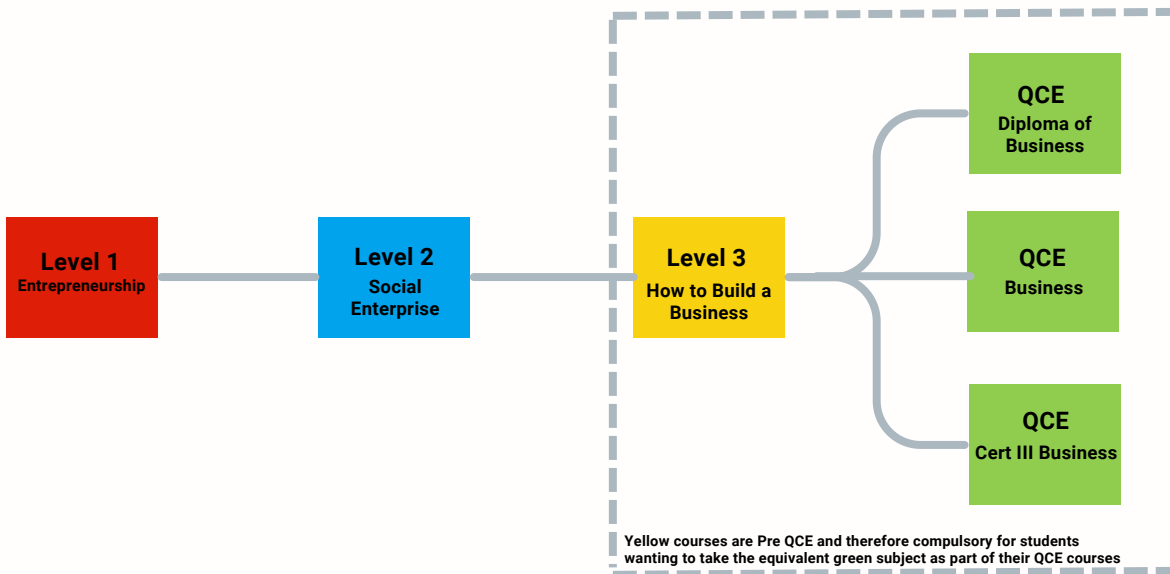
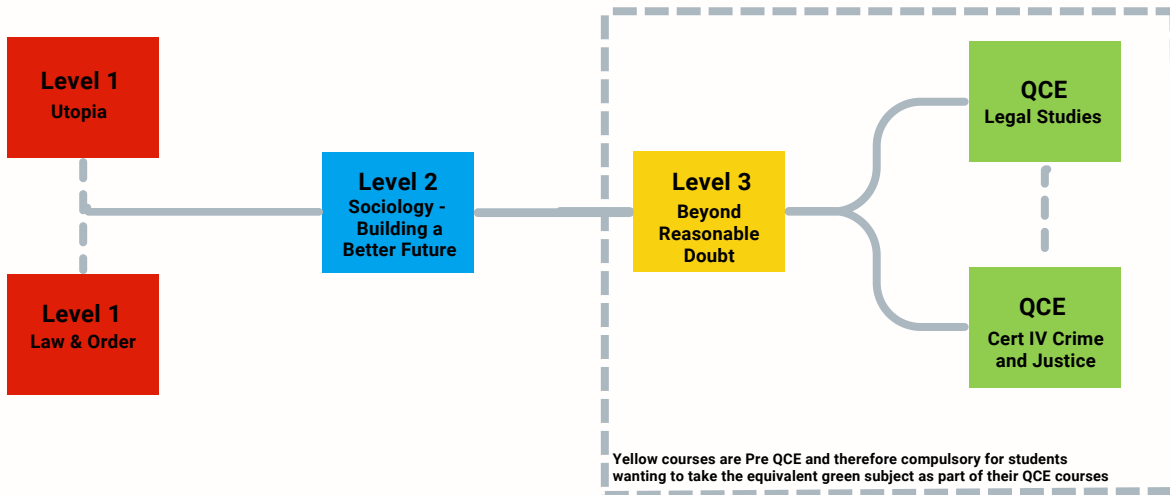


Humanities

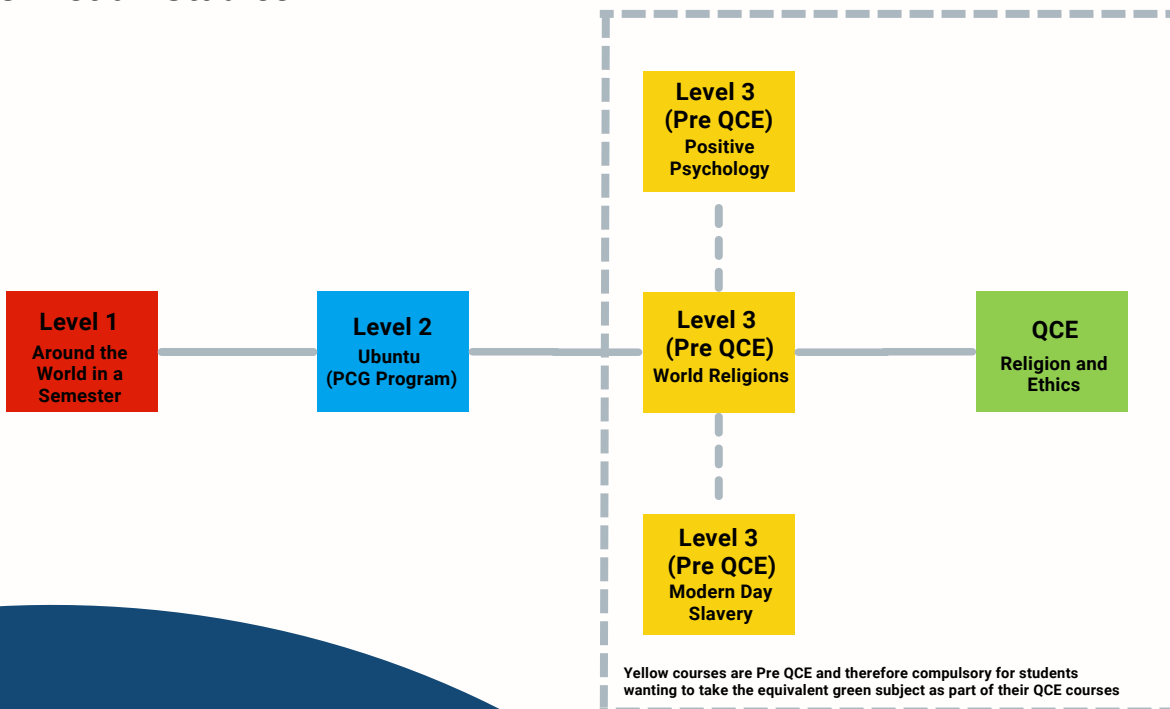




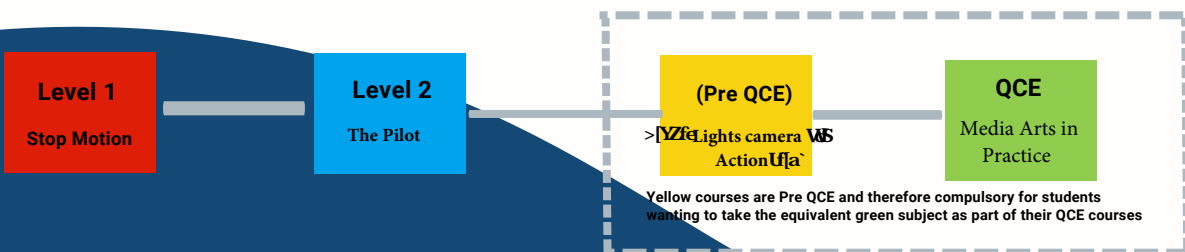
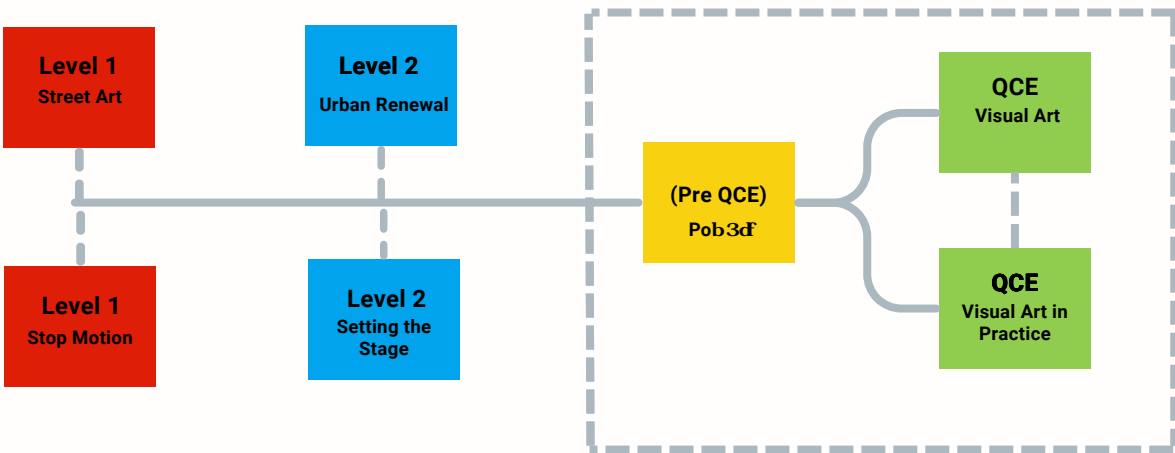
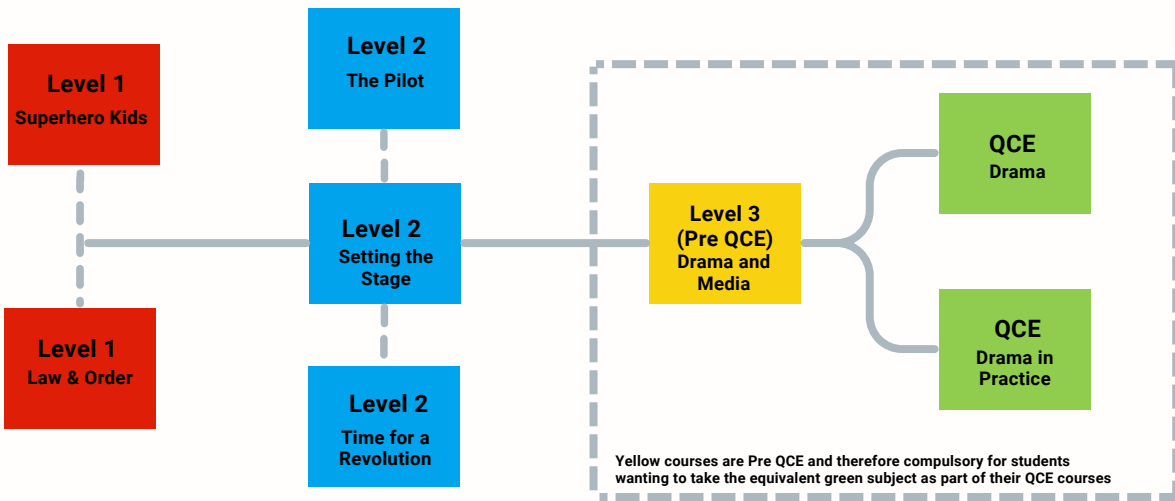
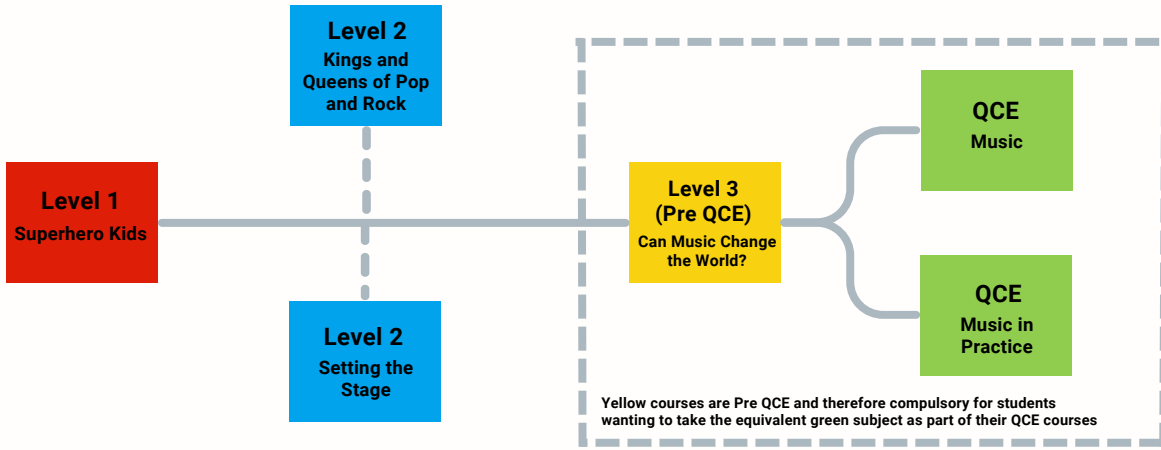
Commerce



Christian Studies

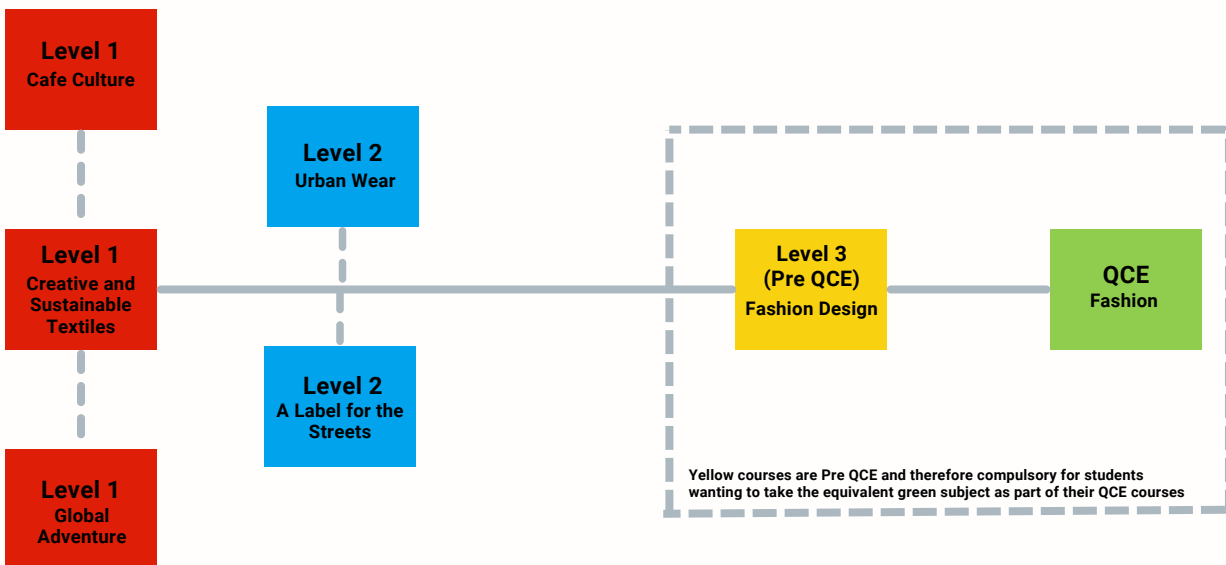
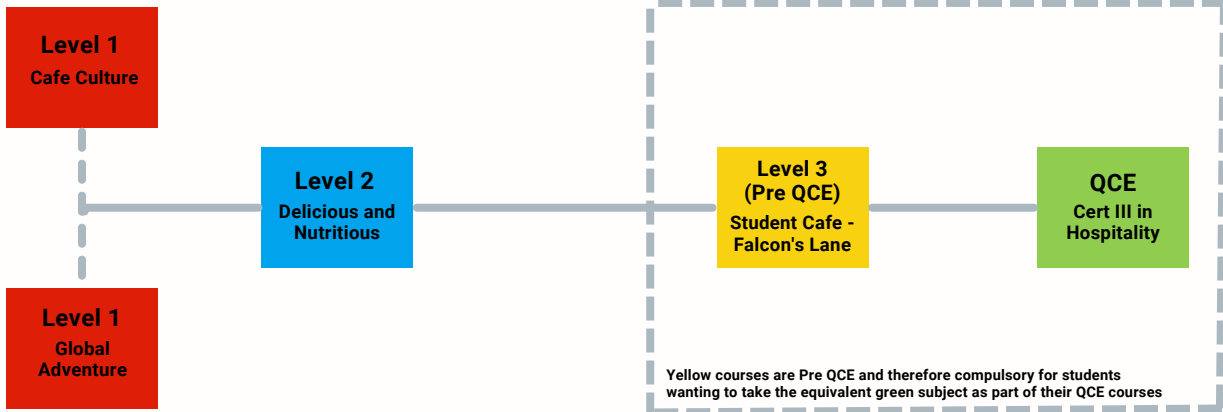
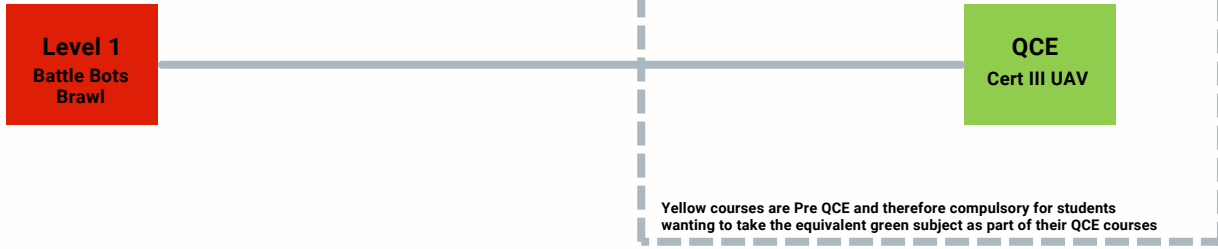


The Arts



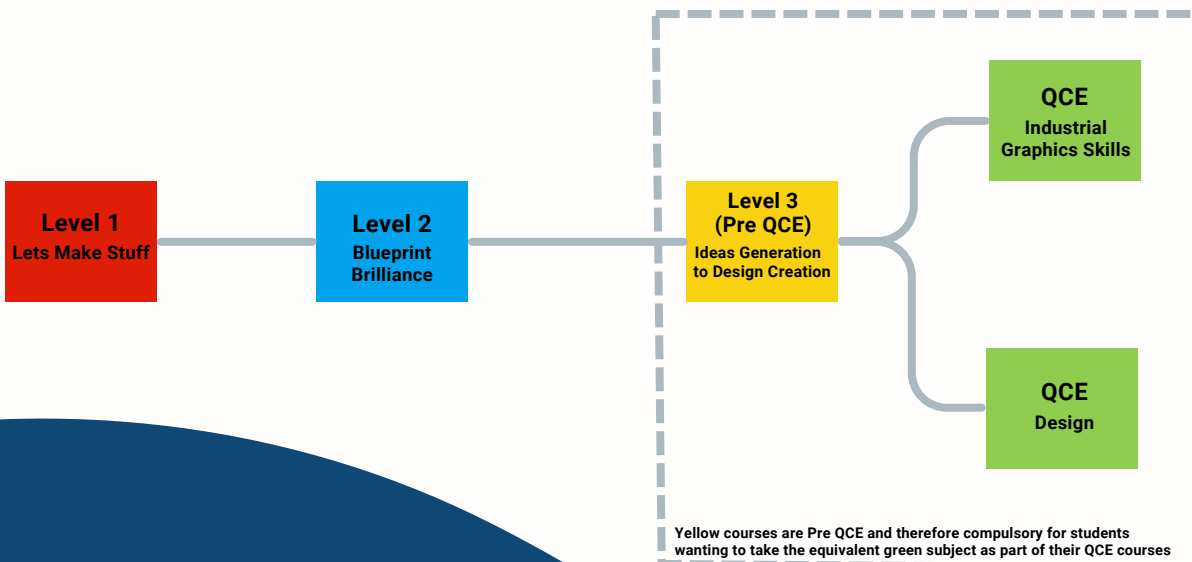
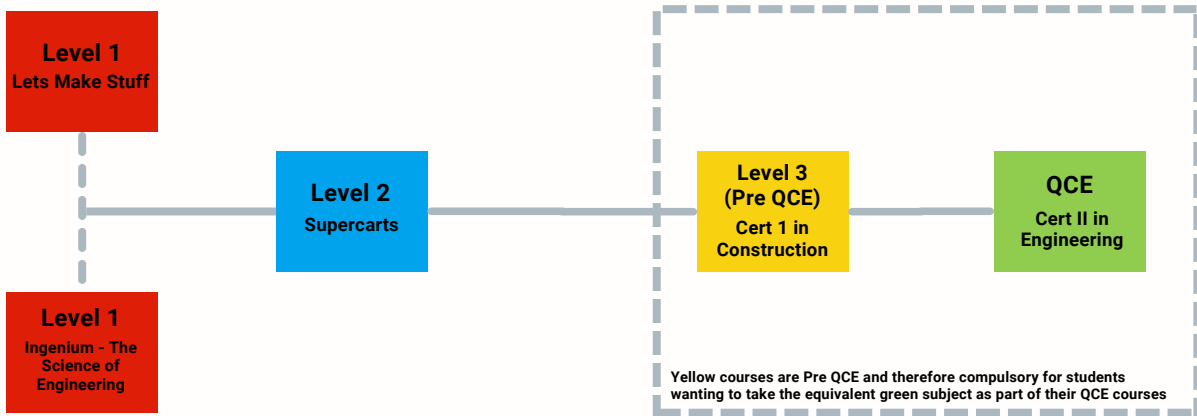
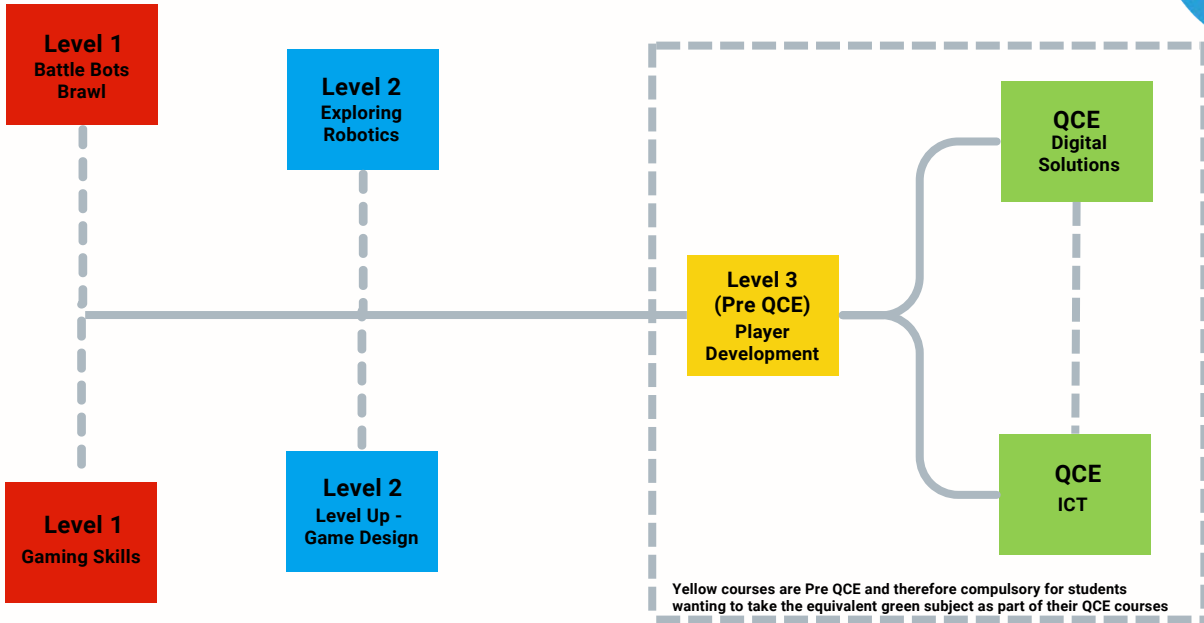


Technology

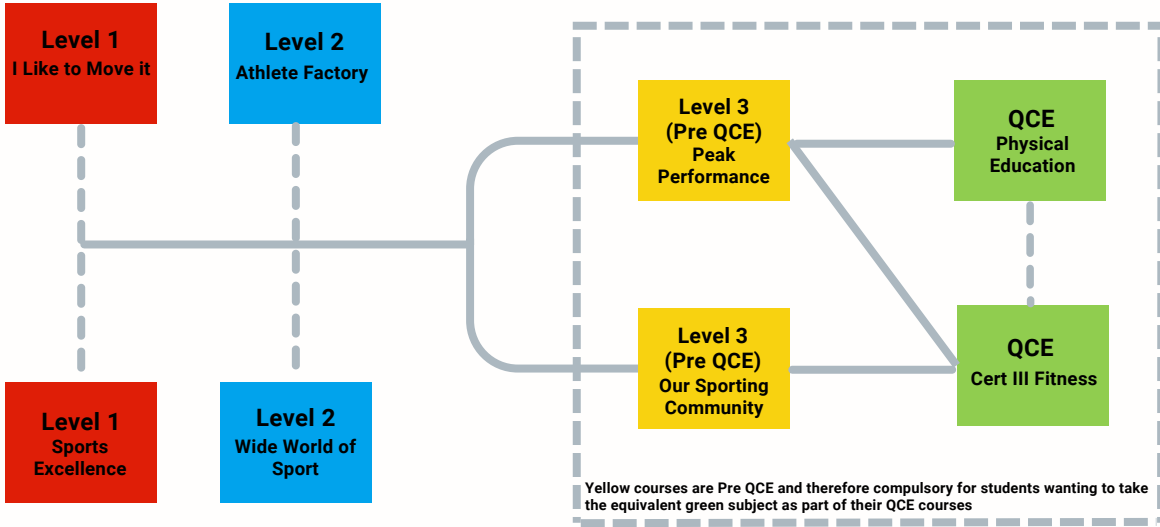




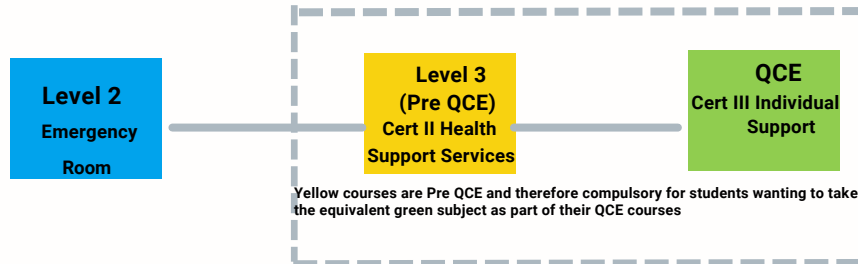
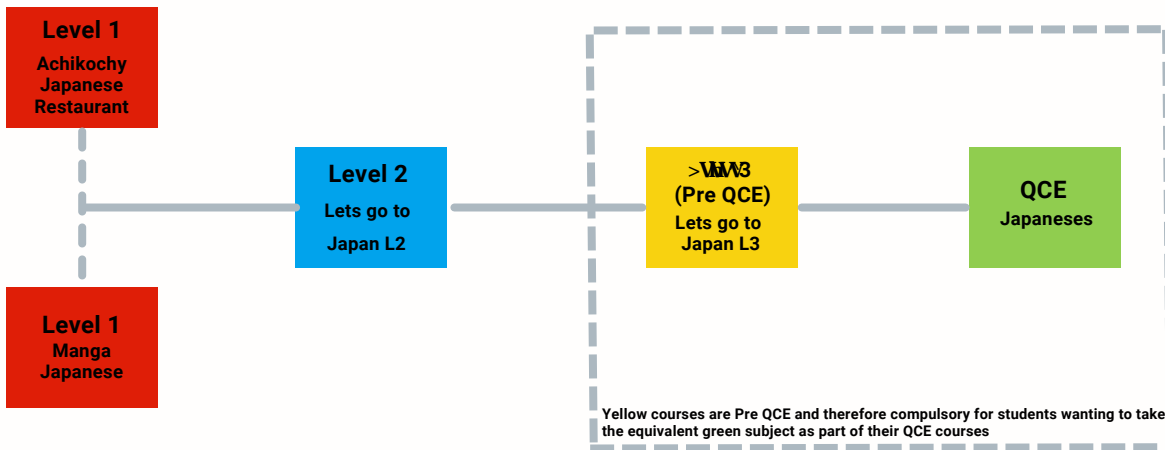
Technology



Health and Physical Education



Japanese



Work Education Pathway



ACHIKOCHI JAPANESE RESTAURANT

LEVEL 1



How cool would it be to have an international restaurant located at school? What would this look like?

If you went to a Japanese restaurant you would expect to read a menu in Japanese, speak in Japanese and eat a selection of fine Japanese food .

To get this right you would need to visit other Japanese restaurants to get ideas on what our restaurant would look like. Once you have all your ideas you would need to learn how to cook these meals and present them to customers.

How would you create the correct atmosphere in the restaurant? You could consider background music, everyone working in the restaurant wearing Japanese costumes plus decorations to make that perfect restaurant.

All this and more in the Achikochi Japanese Restaurant.

SKILLS

- Literacy
- Numeracy
- ICT
- Collaboration
- Communication
- Creativity
- Evaluation
- Performance
- Personal/Social
- Cultural



SUBJECTS

- Japanese - 70%
- Design and Technologies - food 30%

AROUND THE WORLD IN A SEMESTER

LEVEL 1



International travel is great! You get to see and do so much. But how many of us have actually seen our own country?

You will learn about the unique landforms, historical features and the religious makeup of our country and maybe even do some exploring about your own family and where they came from.

Your journey starts in Australia and will then move to the rest of the world, where you will learn about the environmental features, political systems and belief systems.

You will immerse yourself in the world and all its wonders while at the same time creating a showcase of a country that will provide others with the same wonder and awe you have experienced.

SKILLS

- Analysis
- Communication
- Literacy
- Creativity
- Collaboration
- Cultural



SUBJECTS

- HaSS - 75%
- Christian Studies-25%

CAFE CULTURE

LEVEL 1



Who doesn't like FOOD?

Do you know what it takes to run a café? What would your café look like? Would it be a retro café or a modern café? What would be its name? Because that is important.

What food would it serve? Pastries, cakes, or just hot food? What would your staff wear? What would be your café logo?

So much to think about because it is not just about food. To be a successful café manager you need to design and make a staff uniform, plan, create, collaborate and produce a great menu that makes people want to come back!

You will have the opportunity to test out your ideas by having real customers eat the food you've prepared to see how it all works out for you.

SKILLS

- Literacy
- Numeracy
- ICT
- Collaboration
- Communication
- Creativity
- Evaluation
- Analysis
- Personal/Social



SUBJECTS

- Design & Tech - Food - 50%
- Design & Tech - Textiles - 40%
- Business - 10%

COMMUNITY GARDEN

LEVEL 1



In a modern world where everything is at our fingertips and global warming is turning up the heat on the human race, when was the last time you thought about where your food comes from?

Have you ever thought about growing your own sustainable food for your local community? One way of doing this is to create a community garden!

Learn to work with others in a project that not only feeds you, but others in need. You will learn about plant anatomy, cells, weather, sustainability, and chemistry in order to achieve your project goals.

Create a garden that will thrive in our current climate and produce an abundance of fruit and vegetables. You will be required to think about budgets, food to grow and when to grow it. You will create rosters to water and weed so that your garden flourishes.

You will learn skills involving critically planning, implementing, evaluating, reflecting, and creating a garden which caters for the needs of the community and what it takes to keep it running.

SKILLS

- Literacy
- Numeracy
- Collaboration
- Communication
- Creativity
- Evaluation
- Cultural



SUBJECTS

- HaSS - 40%
- Science - 40%
- Service Learning - 20%

CREATIVE AND SUSTAINABLE TEXTILES

LEVEL 1



Everyone has a favourite item of clothing. But why is it your favourite? Is it because of the properties of the fibre and fabric, or does it have a logo or something that makes it stand out? Is it just the way it feels when you wear it?

You will be involved in several design challenges including 'Slow Fashion Movement', in other words the clothes you wear. Then you will look at recycle/upcycle clothing and then transforming them into something new.

This all leads into creating your own 'sleepwear' that will involve 'Slow Fashion Movement' and 'recycling' so that you can put your own personal touches into it.

Be creative! Who knows where it will lead you? Paris, New York or Milan. Imagine having your name as a fashion logo.

SKILLS

- Literacy
- Numeracy
- Creativity
- Collaborations
- Analysis
- Cultural
- Evaluation
- Personal/Social
- Performance
- Communication



SUBJECTS

- Design & Tech - Textiles - 90%
- Visual Art - 10%

DANCE

LEVEL 1



Are you the next Beyonce? Have you got the same moves that she has? If not, then this is for you. Extend your skills in dance. Spend time rehearsing, extending yourself and build your self-confidence.

Be a part of a team performing, developing your own choreographed routines and responding to challenges.

Learn how to reflect on performances so that you can improve your dance routines.

Perform and shine, show others that you are talented and remember where it all started when you're famous like Beyonce.

SKILLS

- Literacy
- Numeracy
- Cultural
- Collaboration
- Performance
- Personal/social
- Evaluation
- Communication



SUBJECTS

- Dance - 100%

INGENIUM – THE SCIENCE OF ENGINEERING

LEVEL 1



Engineers have an awesome responsibility to make sure that stuff works. The bridge that you drive over each day; the car brakes that stop your car when needed; the plane that safely takes you to your destination are all developed with the help of skillful engineers. Our safety depends on it!

You will be investigating the civil engineering side of bridge building; the demanding side of aviation engineers responsible for domestic and international flight; and the hydraulics and pneumatics that moves machinery and automated assembly lines that are guided by the expertise of the mechanical engineer.

The focus of this course is to develop an understanding of the engineering skills that;

- Design structures, machinery and flight
- Creatively construct prototypes that solve a specified engineering problem.

SKILLS

- Numeracy
- Collaboration
- Creativity
- Evaluation
- Analysis

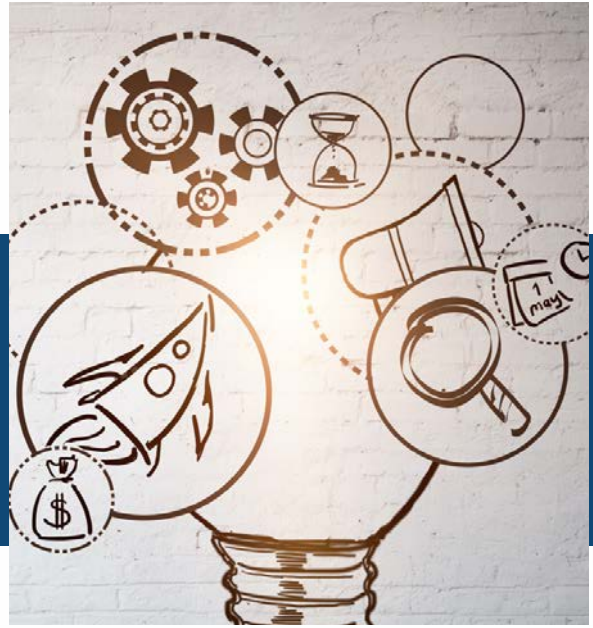


SUBJECTS

- Technologies - 100%

ENTREPRENEURSHIP

LEVEL 1



Did you know that the clothes line and WiFi were invented by Australians?

What ideas do you have that could change the world?

Shark Tank is here and now it's your opportunity to create your own business.

Imagine, imagine, imagine. Are you up to it?

Learn about economics and business concepts, use design and technologies knowledge and procedures.

What does it take to get something produced?

Here is your opportunity to "show us what you got". Plan, develop, organise and sell your idea to the FLCR Shark Tank.

SKILLS

- Literacy
- Numeracy
- Creativity
- Communication
- Collaboration
- Evaluation
- Analysis
- Personal/Social



SUBJECTS

- Economics & Business - 40%
- Music - 30%
- Design & Tech - Materials - 30%

GLOBAL ADVENTURE

LEVEL 1



One of the best things about Australia is that we have so many different cultures living here. When you go to a festival or markets, the different types of food that you can eat and the fashions that you can buy are too many to name.

Do you know where Dim Sims come from? Well if you said the freezerNo Deal! They are actually from China in the Ming dynasty (13th/14th century). Where do all of the other foods and fashions come from?

You will learn geographical skills such as reading maps and analysing data to understand the diversity of cultures.

Students will also investigate and research historical factors for cultures moving and migrating, as well as discovering food and fashion associated with each culture.

Learn all about this by creating your own cultural festival/display here at school.

SKILLS

- Evaluation
- Numeracy
- Creativity
- Collaboration
- Communication
- Cultural
- Ethics
- ICT
- Literacy
- Personal/Social



SUBJECTS

- Design & Tech – Food/Textiles - 40%
- HaSS - 60%
-

I LIKE TO MOVE IT

LEVEL 1



PE is not just basketball, futsal or volleyball. There is so much more to it!

Riding your bike to school is physical and therefore a sporting activity. Even being the trolley pusher at Woolies is a physical activity.

Most of us do something out of school that is not a 'team sport'. For example, going to the gym, karate, bushwalking.

We have such a big campus, how about creating your own different physical activities that anyone could do, such as a Frisbee golf course? There will be heaps to learn in this course because it may sound easy to do but we have to make the nets, design the course, change it up every so often.

Get feedback from your friends about what works and doesn't work and then improve it.

House competition points are on offer during House events. The creative opportunities are endless.

SKILLS

- Numeracy
- Collaboration
- Cultural
- Evaluation
- Personal/Social
- Performance
- Creativity



SUBJECTS

- HPE - 70%
- Design & Tech –
Materials - 30%

LAW AND ORDER

LEVEL 1



When you are in trouble with your parents, can you argue your way out and make your brother or sister be the one in trouble? Well 'Law and Order' may just be for you!

We have all seen TV shows where people are on trial. Now you get the opportunity to experience this yourself and in doing so, you will understand how laws are made through a process of acting out a trial.

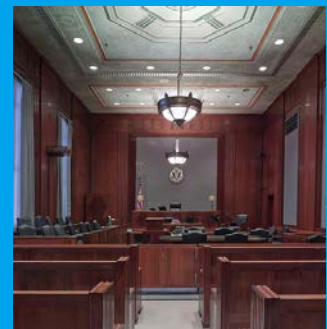
The drama called, "The Stones" will help you understand how *'the choices you make have consequences that affect your life and the lives of those around you.'* The real question is will you be the Judge, Jury or Lawyer?

Will you set someone free or convict them?

You decide! Are you up to the responsibility?

SKILLS

- Performance
- Collaboration
- Communication
- Creativity
- Ethics
- Analysis
- Literacy

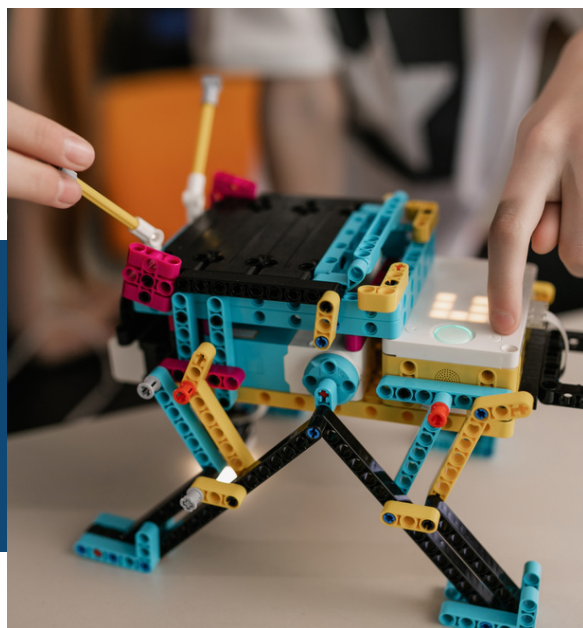


SUBJECTS

- Drama - 50%
- Civics & Citizenship - 50%

MACHINES MOTION AND ENERGY

LEVEL 1



Theme parks are fun, and the best rides are the ones that involve fastpaced movement with drops in height and changes in direction. In science language that means a lot of energy transfers.

So let's learn about this by creating our own Theme park ride. You're going to have to produce a design brief explaining why it is good and what makes it work.

That means you're going to have to learn a bit of science to explain all of this.

You could use Lego to come up with an idea that shows creativity, innovation and maybe even ethics.

Put all the projects together and guess what you have.....our own theme park.

SKILLS

- Evaluation
- Creativity
- Collaboration
- Communication
- Numeracy
- Literacy
- ICT



SUBJECTS

- Science - 50%
- Design & Tech - Materials 50%

MANGA JAPANESE

LEVEL 1



Are you a good storyteller? Have you ever wanted to publish a comic?
Are you interested in Japanese culture? Do you have an artistic flare?

Reading Manga requires a different set of skills than reading traditional books, and manga challenges the brain in different ways.

Are you ready to take on the challenge? Can you take on Sasuke or Goku?

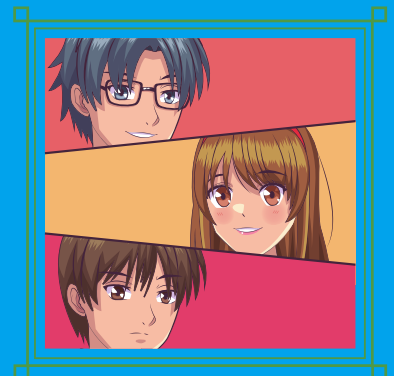
In this course, you will enhance your Japanese language and artistic skills through the creation of your own manga comic. You will have the opportunity to study different comic and artistic styles (such as *caricatures* and *Yonkona*), by looking at various artists and techniques.

You will also learn colloquial and onomatopoeic Japanese language in both Hiragana and Katakana.

Watch your characters, drawings and story come to life as you publish your very own manga!

SKILLS

- Literacy
- Personal/social
- Collaboration
- Communication
- Creativity

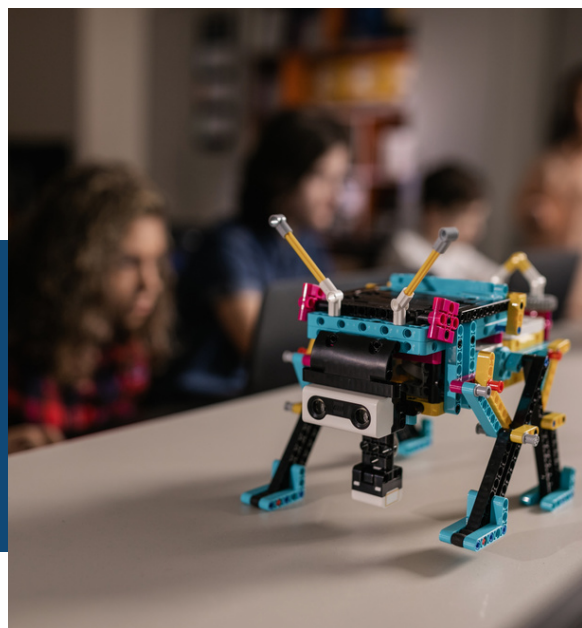


SUBJECTS

- Visual Art - 50%
- Japanese - 50%

BATTLE BOTS BRAWL

LEVEL 1



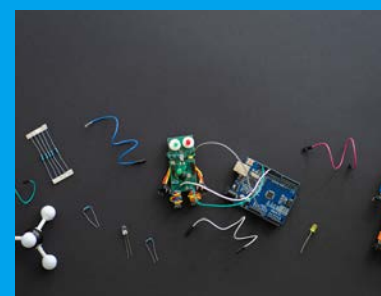
ARE YOU READY TO BRAWL?

Understand the basics of robotics by building and programming LEGO SPIKE PRIME robots.

You will design, build, program and control your own robot to enter into the Battle Bot Brawl competition. You'll choose to drive, spin, push, ram, slam, sense, slide - to name just a few.

SKILLS

- Numeracy
- Creativity
- ICT
- Communication
- Collaboration
- Evaluation
- Analysis



SUBJECTS

- Digital Tech - 50%
- Design Tech - 50%

SKY IS THE LIMIT

LEVEL 1



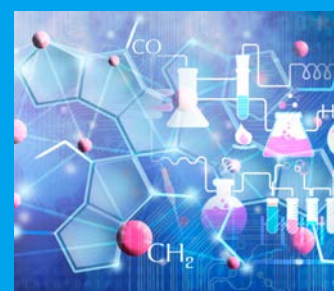
NEWS ALERT: Climate change on our ecosystem are reaching critical levels! If we have a chance of survival, we may need a new home base - should we build a colony on Mars? How would we get there? Do we have the technology we need to travel to Mars? How do rockets work?

So many questions that could be asked. Where do you start? Look at Earth and think about these questions: Can wolves change rivers? Should we build a colony on Mars? How should we feed the world? What is the colour of the sun?

Each of these questions involve Biology, Chemistry, Physics and Earth Sciences. If you love Science and HaSS, this is the course for you! The future requires curious minds with the ability to understand, invent and discover solutions to genuine challenges. Solutions means practical experiments, product design and construction into an area of your choice and present your work in a real world context. It means that real-world problems involve all the Sciences, allowing each student's natural curiosity to be stimulated around real-world issues. Students will be provided with opportunities to inquire scientifically and develop mastery in applying a methodology to turn curiosity into knowledge.

SKILLS

- Evaluation
- Numeracy
- Collaboration
- Communication
- ICT
- Literacy
- Ethics
- Cultural
- Analysis
- Creativity



SUBJECTS

- Science - 60%
- HaSS - 40%

SPORTS EXCELLENCE SEMESTER 1

LEVEL 1



What does it take to become an elite athlete? It is not just being good at one thing but to be the best at a whole range of experiences like, endurance, fitness, film analysis, evaluations and even taking feedback.

Sports Excellence will specialise in Touch Football or Netball and the goal is that you will learn how to improve your performance. Being just a great individual athlete is not enough. You need to be able to work in a team as well, understanding that team sport is even harder to excel in. Learn how to identify and overcome challenges and obstacles so that you become the next sporting star just like professional athletes.

Just imagine: Brisbane Olympics 2032.

SKILLS

- Creativity
- Collaboration
- Literacy
- Communication
- Performance
- Evaluation
- Analysis



SUBJECTS

- HPE 100%

SPORT EXCELLENCE SEMESTER 2

LEVEL 1



Have you ever noticed that elite sports people are good at a variety of sports? That's because they get involved in a broad range of sporting experiences and not just their specialty. This means that in this Sports Excellence course you will experience a range of activities while focusing on either Basketball or Volleyball so that your overall performance improves.

Learn how to utilise fitness appraisals, skills analysis, film reviews, training evaluation and self, peer, and coaching feedback to critically analyse their performance in a team setting.

Build on your strengths and identify challenges and obstacles that are limiting their effectiveness.

All of these activities replicate the real-world processes that professional athletes undergo to achieve their best.

SKILLS

- Creativity
- Collaboration
- Literacy
- Communication
- Performance
- Evaluation
- Analysis



SUBJECTS

- HPE 100%

STOP MOTION

LEVEL 1



Do you like watching 'Shaun the Sheep'?

Well that is a Stop Motion production. Imagine using Lego to create your own Stop Motion video. Or you might have a better idea on what to do.

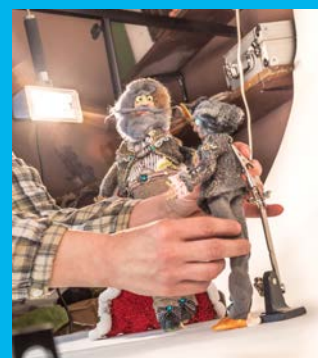
It sounds easy but it is technical as you have to understand: structure, intent, character, settings, points of view and genre conventions, explore media conventions in their media artworks, location shooting, sound, movement and lighting.

It all sounds technical, but fun. Imagine this: you are creating a story using ordinary household things.

You could be the next Steven Spielberg!

SKILLS

- Literacy
- Numeracy
- Creativity
- ICT
- Collaboration



SUBJECTS

- Media Art - 50%
- Visual Art - 50%

STREET ART

LEVEL 1



City planners are realising that art on the sides of buildings, footpaths, or even in gardens make places more livable and create positive feelings.

Even around the school you are seeing art work on the walls of the AMC near the canteen and main steps. How good does that look and make you feel?

Learn how art has always been used in many cultures throughout time to explore the idea of story telling.

Apply these skills to become a Street Artist, experiment with different types of media, such as clay, paint, textiles or whatever because art is all about 'freedom of expression'.

Maybe you could even do some street art for the school or local community and make everyone feel great!

SKILLS

- Collaboration
- Creativity
- Literacy
- Communication



SUBJECTS

- Visual Art 70%
- English 30%

SUPERHERO KIDS

LEVEL 1



What power would you have if you were a super- hero? Invisibility, speed, mind control or just be able to do anything you can think of?

Create your own play and music production and act it out to an audience and let them see your creative abilities through performance. Design your own costumes that of course will have super abilities, and make you unrecognisable.

You will need to develop an understanding of role, character and relationships and write a drama for audiences using a variety of forms of theatre.

As Batman once said:

“I wear a mask, and that mask is not to hide who I am, but to create who I am.”

SKILLS

- Literacy
- Collaboration
- Communication
- Creativity
- Personal/Social
- Evaluation
- Performance



SUBJECTS

- Drama - 60%
- Music - 40%

INNOVATION & CREATION - LET'S MAKE STUFF

LEVEL 1



What does it take to bring an idea to life? Learn about the design process, starting with generating ideas and ending with small-scale designs.

Students explore creativity, problem-solving, and collaborative skills while learning practical techniques for brainstorming, prototyping, and refining their concepts.

By the end of the course, students gain a solid foundation in innovation and emerge as innovative thinkers prepared to tackle real world challenges.

SKILLS

- Creativity
- Communication
- Evaluation
- Analysis



SUBJECTS

- Technologies 100%

UTOPIA

LEVEL 1



Do you think you could do a better job of running the country?

Do you want a democracy or a dictatorship? Who makes the laws? What laws would you make and what would you change? Utopia, the perfect Australia. What would it look like if you designed it?

Firstly, you will need to understand the responsibilities that goes with making laws. Are they fair or unfair, do they give people freedom or take it away?

You will learn how and why laws are made and why there are different types of laws. What makes us Australians? Why are we different to Americans? Learn about how people from other countries help us to shape our national identity.

What does all this mean for our future.....Utopia!

SKILLS

- Numeracy
- Creativity
- Collaboration
- Communication
- Evaluation
- Analysis
- Ethics
- ICT
- Literacy

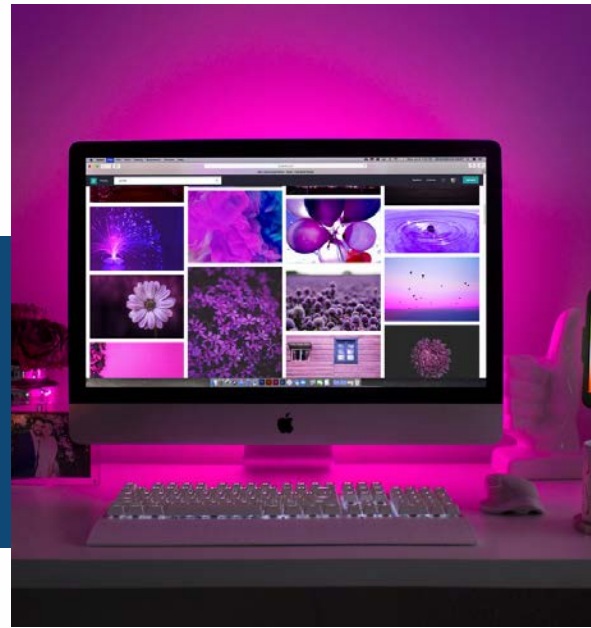


SUBJECTS

- Civics & Citizenship - 40%
- Geography - 40%
- Design & Tech - 20%

GAMING SKILLS

LEVEL 1



What makes a good game?

Step into the exciting world of game development to find the answer.

Bring your creative ideas to life by designing and programming your own games. Delve into the fundamental elements of game designing including gameplay mechanics, level design, character development and storytelling.

Don't just play games, play a part in the future of gaming.

SKILLS

- Literacy
- Numeracy
- Creativity
- Collaboration
- Communication
- Evaluation
- ICT
- Personal/Social
- Analysis



SUBJECTS

- Digital Tech - 60%
- Design & Tech - 30%
- English - 10%

AUSTRALIAN STORIES

LEVEL 2



The world's oldest continuous living culture is right here in our school. How much do we really know about it?

In collaboration with local Aboriginal and Torres Strait Islander peoples you will gain an awareness and appreciation of the importance of Aboriginal and Torres Strait Islander history.

Also, what does it mean to be an ANZAC? Learn about the ANZAC landing at Gallipoli and the effects on our growing nation.

All students will study this course in either Year 8 or 9.

SKILLS

- Creativity
- Communication
- Cultural
- Collaboration
- Ethics
- ICT
- Literacy
- Performance
- Personal/Social



SUBJECTS

- HaSS - 40%
- Christian Studies - 20%
- Service Learning - 20%
- Visual Art - 10%
- Sport - 10%

ADDICTION

LEVEL 2



Many people in society are addicted to something, whether it is online games, TV shows or even a certain type of food that they just love.

What causes people to have addictions and how do they affect them?

Learn about the different factors that lead to addiction and what it does to our body's nervous system and other bodily functions. Why are some people more affected than others?

Discover how to overcome addiction through physical activity and test strategies that you can use to deal with addiction.

SKILLS

- Personal/Social
- Communication
- Creativity
- Literacy
- Numeracy
- Ethics
- Analysis
- Collaboration



SUBJECTS

- HPE - 40%
- Science - 40%
- English - 20%

COMMUNITY DANCE

LEVEL 2



What does it mean to be a Dancer?

Some people wear a tutu before they wear a school uniform, but not everyone gets this opportunity.

In this unit, you will invent a series of Dance classes, tailored for people who, for one reason or another, didn't get the chance to Dance.

Learn to customize your communication skills, reconsider your relationship with Dance, and connect with your community.

SKILLS

- Performance
- Communication
- Cultural
- Creativity
- Collaboration
- Literacy



SUBJECTS

- Dance 100%

DELICIOUS AND NUTRITIOUS

LEVEL 2



Who doesn't like having Macca's or KFC, or a cold slushie on a hot day? They might look great and taste great due to the sugars, fats and salts but we all know that it's not really what we should be eating.

We all need the same basic nutrients for our body to grow and repair itself and give us energy to do things. Let's learn how to choose and cook the correct foods, while at the same time making them look and taste great.

You will be involved in several food challenges such as designing and producing a healthier takeaway food product and package as a food product developer for a local Australian company. You will also be asked to design and produce a food or meal for a group of individuals in the community with specific needs.

SKILLS

- Literacy
- Numeracy
- ICT
- Performance
- Communication
- Evaluation
- Collaboration
- Creativity
- Analysis
- Ethics



SUBJECTS

- Design & Tech-
Food - 80%
- HPE - 20%

BLUEPRINT BRILLIANCE

LEVEL 2



Are you interested in Architecture? What does it take to design an environment?

Students explore architectural principles, learn to create visually appealing and functional spaces, and develop skills in digital design tools. Through hands-on projects and collaboration, students emerge with an understanding in architectural design and the ability to envision and bring to life captivating structures.

SKILLS

- Creativity
- Communication
- Evaluation
- ICT
- Analysis



SUBJECTS

- Technologies - 100%

DISASTER PROOF



LEVEL 2

The world's population is increasing, and, in some countries, available land is affected by natural disasters of geomorphological processes such as plate tectonics, volcanoes, earthquakes, tsunami's and more recently bushfires.

You will investigate the geographical processes of natural disasters, and how science is used to protect people from these catastrophic events.

This will be done by:

- Learning about natural disasters
- Learning how these impact people
- Designing a project that mitigates the impact of a disaster.

You will then get to stress test your design under replicated natural disaster circumstances.

SKILLS

- Numeracy
- Literacy
- Collaboration
- Creativity
- Communication
- ICT
- Analysis
- Evaluation



SUBJECTS

- Science - 40%,
- Geography - 40%,
- Design & Tech -
Materials - 20%

EMERGENCY ROOM

LEVEL 2



From frontline workers like paramedics and police to hospital staff such as nurses, doctors, physiotherapists, pathologists and pharmacists, there are a multitude of people who keep us safe and fix us up.

This course will investigate the different health pathways and the science behind them.

Complete some first aid training, hear from professionals in the health industry, get hands-on experience in our labs and Health Hub and complete a project related to a medical pathway of your choice.

Completing this course could be your first step on the path to being a real life saver!

SKILLS

- Ethics
- Literacy
- Numeracy
- Collaboration
- Communication
- Analysis
- ICT
- Evaluation

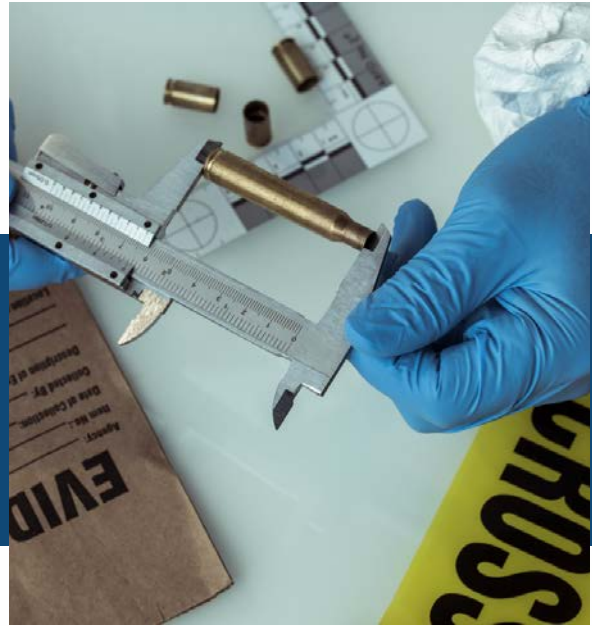


SUBJECTS

- Science - 50%
- HPE - 30 %
- Service Learning - 20%

FORENSICS

LEVEL 2



Did you know that most criminals get convicted because of the evidence that they leave behind at a crime scene? Fingerprints, DNA, footprints, hair, clothing fibres, even dirt can be evidence in a crime.

Science plays an important role in CSI investigations. Learn how to take fingerprints off glass.

Understand how physics, chemistry, biology and environmental sciences play a role in forensics.

You could become the next Sherlock Holmes.

SKILLS

- Literacy
- Numeracy
- Creativity
- Collaboration
- Evaluation
- Ethics
- ICT
- Analysis
- Performance
- Communication



SUBJECTS

- Science - 80%
- Design & Materials Technology - 20%

HOLLYWOOD REAL

LEVEL 2



Hollywood movies are made for entertainment, however, do they portray the truth? Many movies have been made about historical events but from whose perspective and did they really happen?

Blockbuster movies rely on special effects to get that 'wow' factor in the movie but how realistic are they? Do car chases really happen the way they do in movies?

In this course, you will explore the facts and the fiction both from a historical and a scientific point of view. You will explore the real history and the real science and see how they interlink to create the 'Hollywood REAL' version.

SKILLS

- Literacy
- Collaboration
- Analysis
- Communication
- Numeracy
- Evaluation
- Creativity
- Ethics
- ICT



SUBJECTS

- HaSS - 40%
- Science - 40%
- Media Arts - 10%
- Drama - 10%

HOUSEHOLD CHEMISTRY

LEVEL 2



Have you ever wondered how chemistry operates in your household. Why do you put an egg into a cake, and why is toothpaste like it is? Ancient Greek and Roman toothpaste ingredients included crushed bones, oyster shells, charcoal, and tree bark.

This course investigates the chemistry of cooking and the ingredients in everyday household products. By understanding this you will develop a greater appreciation of the chemicals in our homes.

How does the chemistry of the bathroom and laundry make our lives better?

Learn the tricks of the trade and become your own perfume developer, producing exotic gifts that will amaze all your friends and possibly create a start-up business for yourself.

SKILLS

- Literacy
- Creativity
- Personal/Social
- Numeracy
- Evaluation
- Ethics
- ICT



SUBJECTS

- Science - 80%
- Design & Tech - Materials - 20%

KINGS AND QUEENS OF ROCK AND POP

LEVEL 2



Are you the next Billie Eilish or Justin Bieber? Maybe you are into classic rock like Queen or the Queen of Soul, Aretha Franklin.

Whichever it is, this is for you. You will extend your technical and expressive skills in performance, draw on music from a range of cultures, times and locations.

Develop your musical talent and maybe one day it will be your name instead of Billie or Justin.

SKILLS

- Creativity
- Communication
- Analysis
- Performance
- Evaluation
- Collaboration



SUBJECTS

- Music - 100%

LABEL FOR THE STREETS

LEVEL 2



What causes a person to become homeless? That is not an easy question to answer as there are many reasons why this could occur. Maybe a better question is what can we do to help people?

For example, Orange Sky is a group that washes clothes and provides a listening ear to people experiencing homelessness.

As Christians we are called to serve others, and provide dignity for all people. How can we do this?

Firstly we need to understand what it means to be homeless and how this impacts people by investigating the social, cultural, political and economic factors that have led them to where they are now.

Through their involvement in a Service-Learning project, students will design and create functional clothing while at the same time developing empathy for others.

SKILLS

- Literacy
- Numeracy
- Creativity
- Collaboration
- Communication
- Evaluation
- Personal/Social
- Cultural
- Analysis
- Ethics



SUBJECTS

- Design and Tech Textiles - 40%
- English - 20%
- Christian Studies - 20%
- Service Learning - 20%

LET'S GO TO JAPAN L2

LEVEL 2



When travelling overseas it is great if you can speak the language as it makes the experience so much better as you get a better understanding of the culture and people of that country.

You will have the opportunity to travel to Japan and also host students from Japan when they visit Australia. Before you do this you will design travel itineraries and choose transport options and participate in discussions and be an active participant in the planning process.

You will continue to develop the use of the scripts Hiragana, Katakana and Kanji by emailing and communicating with Japanese students about teenage lifestyles etc, reading their replies. You will use a variety of online platforms designed to build your communication skills.

Next, learn to read, to speak and to write "Tourist Japanese" which would be required to function when you visit Japan and participate in a Japanese Homestay and equip yourself with the necessary cultural understanding.

SKILLS

- Communication
- Cultural
- Personal/social
- Performance
- ICT
- Literacy
- Creativity



SUBJECTS

- Japanese - 60%
- Digital Technologies - 40%

LEVEL UP: GAME DESIGN

LEVEL 2



What is better than playing games?

Using your knowledge of gameplay and strategy to design and code your own game.

Build upon the game fundamentals learned in Level 1 and add graphics, animation, sound and user interaction to your programming skillset. Imagine, iterate and interact to go from player to developer.

SKILLS

- Literacy
- Numeracy
- Creativity
- Collaboration
- Evaluation
- Communication
- ICT
- Personal/Social
- Analysis



SUBJECTS

- Digital Tech-50%
- Design & Tech-50%

EXPLORING ROBOTICS

LEVEL 2



Do you want to understand the principles of robotics and use intelligent systems?

Tackle robot challenges, use sensors for data collection and use your coding skills to control robots.

Apply problem-solving skills, analytical thinking, and creativity to generate robotic solutions for real-world problems.

SKILLS

- **Communication**
- **Evaluation**
- **Creativity**
- **ICT**
- **Numeracy**
- **Analysis**



SUBJECTS

- **Digital Tech - 50%**
- **Design & Tech - 50%**

SETTING THE STAGE

LEVEL 2



Broadway, here I come. Stage Right, Lights, Costumes, Curtains up, the show begins. Do you want to be a part of a theatre production? Well, it is not all glitz and glamour, there is actually a lot of work that goes on in the background.

To be a part of this you're going to have to collaborate on the development of a set design, lighting cues, costume design, music and performance for an existing or original play. In other words you're going to learn what it is really like to be a part of a theatre performance.

Students will display their talents in a showcase at the end of the semester through a performance.

Remember – the show must go on!

SKILLS

- Performance
- Numeracy
- Collaboration
- Communication
- Evaluation
- Personal/Social
- Analysis
- Creativity



SUBJECTS

- Drama - 30%
- Visual Art - 30%
- Design & Tech - Materials - 30%
- Music - 10%

SOCIAL ENTERPRISE

LEVEL 2



Even though we may think that we are just one person with a few friends and a family, we are really all part of a global community. Every time you open your computer and get onto Google, you are connecting with the entire world, communicating across countries, affecting other countries' economics by online shopping.

Learn about your responsibilities to the global world and how you can make a positive influence while still being an independent person.

Social Enterprise will focus on civics and citizenship and our responsibilities to one another and the broader global community.

You will be challenged to consider how you can creatively contribute to the world around you through progressive thinking in a number of emerging fields.

SKILLS

- Collaboration
- Personal/Social
- Ethics
- ICT
- Creativity
- Evaluation
- Numeracy



SUBJECTS

- Business - 30%
- HaSS - 30%,
- Design & Tech - 20%
- Service Learning - 20%

SOCIOLOGY - BUILDING A BETTER FUTURE

LEVEL 2



What makes up our society? We have different racial and ethnic groups, with some being in a minority. How do we all live together in harmony, respecting each other's beliefs and customs?

You will explore minute aspects of social life (microsociology) as well as global social processes and structures (macrosociology).

Become a sociologist and look at culture, examine people's leisure activities, consumption patterns, style, membership in subcultural groups, and the arts within Australia that create varying identities and explore how culture and social class interact.

What it all means is that we have a melting pot of cultures, beliefs, relationships that mix together to create our Australian identity.

SKILLS

- Numeracy
- Creativity
- Collaboration
- Communication
- Evaluation
- Literacy
- Ethics
- ICT
- Cultural
- Analysis



SUBJECTS

- HaSS: 40%
- HPE: 30%
- Science: 20%
- Civics and
Citizenship: 10%

TIME FOR A REVOLUTION

LEVEL 2



Did you know that kids as young as 6 or 7 once worked in factories, coal mines or even as chimney sweeps?

You have it lucky!

The Industrial Revolution was the cause of these hard times.

Explore what it was like to be living during this time through role-playing and character development.

Discover the technological developments and new ideas that changed the world forever, giving us the world we have today.

SKILLS

- Literacy
- Creativity
- Communication
- Collaboration
- Analysis
- Evaluation
- Performance



SUBJECTS

- HaSS 50%
- Drama 50%

THE ATHLETE FACTORY

LEVEL 2



Did you know that an Olympic weightlifter eats about 20 000 KJ of energy a day just to stay the same weight. That's the same as 10 Big Macs without gaining any weight!

So, to become an athlete you need not just to be good at your chosen sport but also you need to know about nutrition, training, physiology and psychology.

The Athlete Factory focuses on the entire athlete so that you understand what you do, what you eat, your anatomy, brain function, what you think and even when is the best time to travel to an event as this all affects your performance.

SKILLS

- Literacy
- Ethics
- Numeracy
- Communication
- Collaboration
- Performance
- Evaluation
- Analysis
- ICT



SUBJECTS

- HPE - 60%
- Science - 40%

THE PILOT

LEVEL 2



No, you will not be flying a plane! This is all about creating a new TV series and you have to make the very first episode (pilot). You will become film makers, directors, actors and producers as they watch their pilot come to life.

Learn about the use of structure, intent, character, settings, points of view, genre conventions and media conventions through the creation of your own pilot episode.

Will it be a comedy or a drama production? It could even be a cartoon or Claymation. Who said you need actors?!

SKILLS

- Communication
- Evaluation
- Performance
- Collaboration
- Personal/Social
- Creativity
- Ethics



SUBJECTS

- Media Arts - 60%
- Drama - 40%

URBAN RENEWAL

LEVEL 2



Have you been to a place that was once an old warehouse or factory that has been transformed into a café shop, or park? Well this is an example of Urban Renewal. Designers use the skeleton of the buildings, but they are enhanced by art and a 'vibe' to create places that people want to use.

Learn how contemporary visual artists use their aesthetic, historical and cultural influences to renew an old area so that people want to be there.

Use your new skills and find a place around school where you could use your creative talents to create renewal.

Come up with a design, show the school community and get everyone excited about renewing the school.

SKILLS

- Personal/Social
- Communication
- Literacy
- Creativity
- Collaboration
- Cultural



SUBJECTS

- Visual Art - 70%
- HaSS - 30%

URBAN WEAR

LEVEL 2



When you hear the words 'Urban Wear' you think of 'hoodie' or 'denim'. That is exactly what this course is about!

Learn to sew with stretch fabrics to design, produce and evaluate a 'hoodie' with a unique printed design using our new 'Cricut' technology.

Also as an aspiring young fashion designer, you have been asked to design and produce a unique, sustainable fashion or homeware item using denim.

This item will be displayed at a market for young designers in Brisbane. Your finished product needs to be stylish, cost effective and marketable.

SKILLS

- Numeracy
- Collaboration
- Creativity
- Communication
- Cultural
- Personal/social
- Literacy
- Evaluation



SUBJECTS

- Design & Tech - Textiles - 80%
- Economics & Business - 10%
- Visual Art - 10%

WIDE WORLD OF SPORT

LEVEL 2



Do you live, eat, and breathe sport? Do you have a passion for all things active? Well, this course is for you!

In 'Wide World of Sport', you will have the opportunity to not only participate in a range of sporting activities, but also learn about how to create amazing sporting competitions.

What about capturing amazing sporting moments?

We've got that covered as well, when we explore the art of sports journalism.

If a career in sport is on your radar, then this course is a great starting point.

SKILLS

- Performance
- Evaluation
- Analysis
- Communication
- ICT
- Literacy



SUBJECTS

- HPE- 90%,
- English -10%

SUPERCARTS

LEVEL 2



Are you a Ford or Holden person? What does it take to run a team? SUPERCARTS bring the elements of running a race-team into the classroom. You will be required to build a billy-kart, gain sponsorship, develop a budget and design a team logo.

After you have built it, RACE it! The ultimate goal is to win the race, but a good team always makes sure that it does everything right from the start of the project all the way until the finish. So this course develops decision-making, collaboration, planning, time-management, design and communication. So much to think about just to race a billy-kart!

SKILLS

- Literacy
- Numeracy
- Creativity
- Collaboration
- Communication
- Evaluation



SUBJECTS

- Design & Material Tech - 80%
- Business - 20%

BEYOND REASONABLE DOUBT

LEVEL 3



Crime is an unfortunate, but continuous and somewhat prevalent element of society, despite all of the education that people receive.

In this course, you will learn how the Australian legal system operates and how we as people interact with it by considering;

- Rules and Laws
- The Australian Constitution
- Criminal Behavior
- Statute and Common Law
- Role of Police

Once you understand this, you will become a detective attempting to explain Cold Cases and various legal scenarios (real and hypothetical) by gathering evidence to be used in law. You will continue your work in a team of detectives to further investigate the facts and evidence of these unresolved cases, as well as others of your own choosing.

The final part of the project that you'll undertake is creating a television program or news segment (scripted, filmed, edited including set designs, costumes, and music) where you are able to present your findings in a way that captivates audiences and analyses the criminal investigation thus far.

SKILLS

- Literacy
- Numeracy
- Creativity
- Communication
- Collaboration
- Evaluation
- Performance
- ICT
- Cultural
- Analysis



SUBJECTS

- Legal Studies - 70%
- English - 15%
- Media Arts - 15%

CAN MUSIC CHANGE THE WORLD?

LEVEL 3



Marketing companies are good at using music to get to people's emotions so that they can change the way a person feels about their product. Sporting events use music to get a 'buzz' within a crowd.

So music creates a sense of community and is an emotional outlet. But can it actually change the world? When people want change it is usually called a 'protest' as it is changing what already is occurring. 'Protest' music is used just for this purpose.

You will learn how music has been used throughout history to create change and you will develop your own set of music that could be used to create change through composition and performance skills.

SKILLS

- Literacy
- Collaboration
- Communication
- Performance
- Creativity
- Cultural



SUBJECTS

- Music 100%

CERTIFICATE 1 IN CONSTRUCTION (CPC10120)

LEVEL 3



This program is a yearlong standalone vocational qualification. It provides an introduction to the construction industry, its culture, occupations, job roles and work-place expectations. The course has both practical and theory elements. Students will be required to use tools and equipment to construct a project throughout the course. They will learn the necessary skills and knowledge to enter the construction industry as a confident and effective worker. On successful completion students will gain:

- Certificate I in Construction
- White Card (General construction induction)
- Opportunity for work experience and apprenticeship

There are 11 competencies that students must successfully complete in order to achieve their certificate.

They are: handle construction materials; use construction tools and equipment; basic estimation and costing; effective and sustainable practices; plan and organise work; basic construction project; work safely in construction; Workplace Health and Safety requirements; Workplace communication; measurements and calculations; read and interpret plans and specifications.

SKILLS

- Technology
- Creativity
- Communication
- Numeracy
- Evaluation
- Literacy



SUBJECTS

- Design & Tech –
Materials - 100%

CLIMATE CHANGE

LEVEL 3



Climate change is a 'hot' topic that you always hear about but do you know what it really is and what could be causing it?

Natural and man-made influences affect our climate, so investigating these will help you to understand why places are changing and how it is affecting people.

So why does climate change occur and how do these changes impact people. Most importantly what can you do about it?

You will learn about weather patterns and where people choose to live and why they live there, becoming an informed member of our global society.

SKILLS

- Literacy
- Communication
- Numeracy
- Evaluation
- Collaboration
- Evaluation
- Analysis



SUBJECTS

- Geography 100%

COMEDY CLUB

LEVEL 3



Do you wish you were more confident in your day to day life? Are you sick of googling “how to be funny”? Come along to Comedy Club!

In this unit, we will be exploring the world of comedy. We will learn about Commedia dell’arte, improvisation, sketch comedy, and stand up.

At the end of the semester, we’ll host our own Comedy Club!

This unit is perfect for you whether you are hoping to study Drama, or even if you only want to boost your public speaking skills.

SKILLS

- Collaboration
- Literacy
- Communication
- Evaluation
- Performance
- Creativity



SUBJECTS

- Drama - 70%
- English- 30%

IDEA GENERATION TO DESIGN CREATION

LEVEL 3



Do you come across problems in your day-to-day life and come up with ways to solve the problems? Do you ever ask yourself "why isn't it done this way instead"? Solving problems and improving quality of life is at the heart of design.

Students unleash their creativity by generating design ideas and bringing them to life through prototyping. They learn techniques for idea generation, materials, and tools for building physical and digital prototypes. Through collaboration and iterative design processes, students refine their prototypes and develop essential skills in critical thinking and effective communication.

This subject gives students the knowledge and skills to become confident designers who can turn their ideas into reality.

SKILLS

- Literacy
- Numeracy
- Creativity
- Communication
- Analysis
- Evaluation
- ICT



SUBJECTS

- Technologies - 100%

FASHION DESIGN

LEVEL 3



Fashion Design explores what underpins fashion; culture, technology and design. Students use their imaginations to create, innovate and express themselves and their ideas to design and produce design solutions in a range of fashion contexts.

Students will be investigating the following:

- Fibre and fabric knowledge
- Elements and principles of fashion design
- Fashion drawing
- Fashion designers within the Australian Fashion industry.
- Fast Fashion
- Clothing labels and care
- Textile waste & environmental concerns

The first design challenge will allow the students to construct a quality skirt, shorts or pants which reflects the student's individuality within a set budget and improves their skill level. This will be accompanied by a design folio demonstrating the design process in their garment construction. Next students will complete a second project that will be determined by the interests of the class. Both design tasks are aimed at developing confidence and proficiency in the design, production and evaluation of textile items and the role of textiles in society and the environment.

SKILLS

- **Communication**
- **Literacy**
- **Creativity**
- **Collaboration**
- **Personal/Social**
- **Numeracy**
- **Evaluation**
- **Cultural**

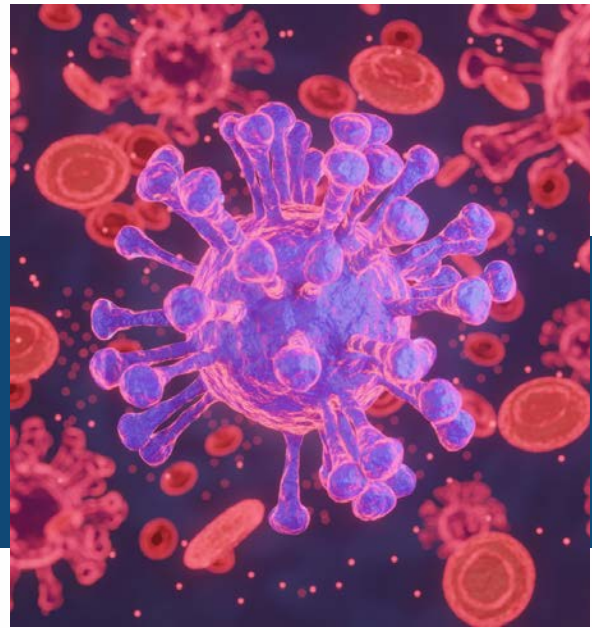


SUBJECTS

- **Design & Technologies – textiles - 80%**
- **Business - 10%**
- **Visual Art - 10%**

FEARFULLY AND WONDERFULLY MADE

LEVEL 3



Have you ever wondered how from the very first cell created in a mother's womb it then grows and develops into a wonderful human being?

Cells are the fundamental building blocks from which all living things are constructed. You will explore the basic structure of plant and animal cells, and consider the highly specialised structures that allow single-celled and multi-cellular organisms to carry out all of the functions of life.

The ways in which many cells are structured and specialised to work together as tissues, organs and body systems is explored, as well as ethical and technological implications regarding human health.

To help others understand your area of study, you will prepare an interactive presentation on one of the systems of the body, to create a "walk through" model or presentation of the human body.

SKILLS

- Collaboration
- Communication
- Evaluation
- Creativity
- Analysis
- Personal/Social
- Literacy
- ICT
- Ethics

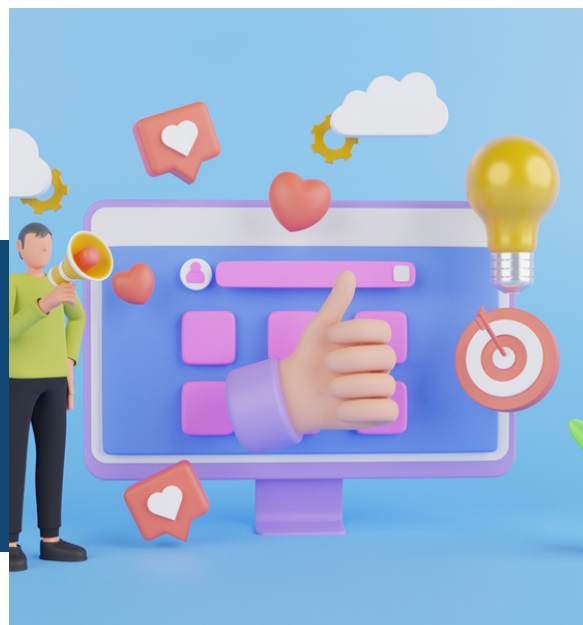


SUBJECTS

- Science - Biology - 100%

PLAYER DEVELOPMENT

LEVEL 3



Do you want to work in the dynamic, creative and innovative gaming industry?

Explore various aspects of the gaming landscape, including gameplay mechanics, analysis, and design principles.

Create your own game, from conceptualisation to implementation, to understanding the importance of engaging and immersive experiences for players.

Gain hands-on experience in screen recording games and use data to improve performance and develop strategic approaches to training.

SKILLS

- Literacy
- Numeracy
- Creativity
- ICT
- Evaluation
- Collaboration
- Analysis
- Communication
- Personal / Social



SUBJECTS

- Digital Tech - 70%
- Design & Tech - 30%

HOW TO BUILD A BUSINESS

LEVEL 3



Southbank and the Brisbane Casino at Queens Wharf are two developments where businesses market themselves to attract people as entertainment venues.

This course explores the factors that determine how a business markets itself, how it grows and how it turns a profit. Key questions we ask include, "How does Australia market itself to the rest of the world?" and "What do we have to offer that everyone else wants?"

The answers to these questions will be applied to a case-study and suitable marketing strategies will be developed. We will investigate what makes our country tick and the events we undertake to ensure we remain a competitive market in the face of international competition.

SKILLS

- Literacy
- Creativity
- Evaluation
- Analysis
- Collaboration
- Communication
- Performance
- Ethics
- Numeracy



SUBJECTS

- Business - 80%
- History - 20%

HUMANS OF WAR

LEVEL 3



The world always seems to be at war. At times it seems like an out of control machine that will engulf anything that stands in its path.

World War II is a prime example of this. You will investigate the human stories of this war in this course. Explore the rise of Hitler and the Nazi Party, the Kokoda campaign, weaponry and technological advances and post-war popular culture, with a particular focus on the impact on the people involved.

You may consider video games and films based on World War II and evaluate their historical accuracy, or research the story of someone involved in war. Most importantly, you will engage in an extensive study of the Holocaust, with opportunities to explore survivor testimonies and reflect on their real life stories of courage and tragedy.

You will need to consider how to respectfully share these stories in order to create positive action and change in your own lives and community.

SKILLS

- Cultural
- Literacy
- Creativity
- Collaboration
- Evaluation
- Personal/Social
- Analysis
- Communication
- ICT
- Ethics



SUBJECTS

- History - 70%
- Geography - 20%
- Service-Learning - 10%

GENETICS

LEVEL 3



The latest tool used in medicine to combat disease is genetic manipulation. If Scientists can change the genetic code of a disease, then that disease no longer exists.

Learn about genetic code and how it paints the picture of the natural world. Understand how this rapidly changing, technology driven industry is altering how we view aspects of health, disease, evolution and our own futures.

This will be done by;

- Learning the structure of DNA and Protein synthesis.
- Learning about genetic diseases and genetic technology
- Researching genetic diseases and how new genetic technology help in the medical and agricultural field.
- Recognising that genetic information passed on to offspring is from both parents by meiosis and fertilisation.
- Representing patterns of inheritance of a simple dominant/recessive characteristic through generations of a family.
- Predicting simple ratios of offspring genotypes and phenotypes in crosses involving dominant/recessive gene pairs or in genes that are sex-linked. Describing mutations as changes in DNA or chromosomes and outlining the factors that contribute to causing mutations.

SKILLS

- Analysis
- ICT
- Ethics
- Collaboration
- Evaluation
- Creativity
- Communication
- Literacy
- Personal/Social



SUBJECTS

- Science - Biology - 100%

LEARNING BY INTERNSHIP

LEVEL 3



This will be a very student driven course. Students will pick three areas of potential employment they are interested in and with the teacher's guidance will arrange opportunities to engage with or experience those chosen areas.

Students will reflect on their experiences as they complete a journal through the semester.

This course is for students who are self-motivated, have confidence to contact members of the public, can organise themselves to catch up on work missed when off-site and have the ability to work toward long-term goals.

Due to the nature of this course, numbers will be limited.

SKILLS

- Collaboration
- Communication
- Evaluation
- Personal/Social
- Literacy



SUBJECTS

- Employment
Education - 100%

LETS GO TO JAPAN L3

LEVEL 3



This is a continuation of the Level 2 course and should be taken by students who intend to study Japanese in Year 11 and 12.

When travelling overseas it is great if you can speak the language as it makes the experience so much better as you get a better understanding of the culture and people of that country.

You will have the opportunity to travel to Japan and also host students from Japan when they visit Australia. Before you do this, you will design travel itineraries and choose transport options and participate in discussions and be an active participant in the planning process.

You will continue to develop the use of the scripts Hiragana, Katakana and Kanji by emailing and communicating with Japanese students about teenage lifestyles etc, reading their replies. You will use a variety of online platforms designed to build your communication skills.

Next, learn to read, to speak and to write “Tourist Japanese” which would be required to function when you visit Japan and participate in a Japanese Homestay and equip yourself with the necessary cultural understanding.

SKILLS

- Communication
- Cultural
- Personal/Social
- Literacy
- Performance
- Creativity
- ICT



SUBJECTS

- Japanese - 60%
- Digital Tech -- 40%

LIGHTS, CAMERA, ACTION !

LEVEL 3



Film, as an artistic movement, has captivated audiences worldwide for over a century, leaving an incredible mark on human culture and society. This subject delves into the diverse and multifaceted work of cinema exploring history, genres, techniques, and impact on individual society. From the early days of silent films to the cutting-edge technologies of the present, this exploration will unravel the magic behind the silver screen.

SKILLS

- Collaboration
- Evaluation
- Performance
- Cultural
- Creativity
- Analysis



SUBJECTS

- Media Arts - 70%
- Drama - 30%

MAGIC, ALCHEMY AND CHEMISTRY

LEVEL 3



400 years ago people thought chemistry was magic. However, we know that it is the building blocks for everything that we have.

You will learn about how certain chemicals react with others by studying:

- exothermic and endothermic reactions
- precipitation reactions
- combustion reactions
- displacement reactions
- combination and decomposition reactions

Discover the magic of chemistry and use your knowledge to help solve some of our world issues.

SKILLS

- Communication
- Collaboration
- Evaluation
- Analysis
- Numeracy
- ICT
- Literacy

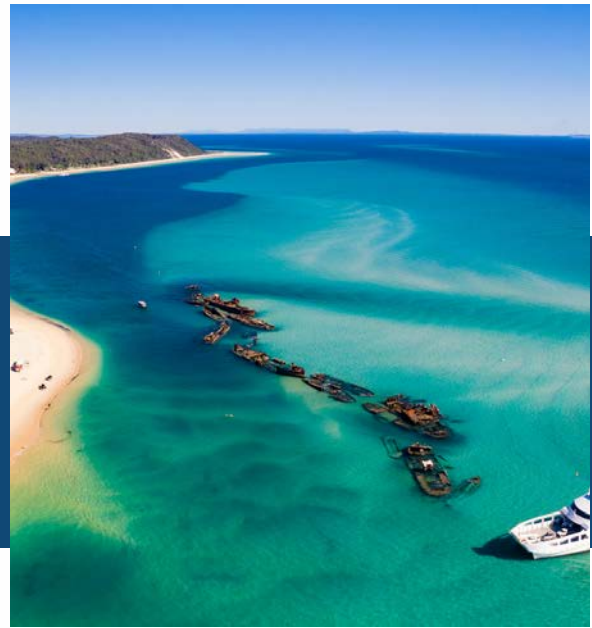


SUBJECTS

- Science –
Chemistry - 80%
- Mathematics -
20%

MAGNIFICENT MORETON BAY

LEVEL 3



The Great Barrier Reef seems to be the only thing we hear about when it comes to Marine Science.

Moreton Bay has its own coral reefs plus a diverse range of marine animals that inhabit our local environment.

In this course you will explore the importance of the ocean, how humans can impact on this and how we can look after our environment.

It is not about whales and dolphins but more about the environment that they live in and how we make positive and negative impacts just by living close to them.

SKILLS

- **Communication**
- **Creativity**
- **Collaboration**
- **Cultural**
- **Personal /Social**
- **Evaluation**
- **Analysis**
- **Literacy**
- **Numeracy**



SUBJECTS

- **Science / Marine - 100%**

MODERN DAY SLAVERY

LEVEL 3



We have all seen movies of slaves being used to build pyramids or to work in the cotton fields in America. Did you know that we have had and continue to have slavery in Australia? A lot of slaves were used in the sugarcane industry here in the Redlands.

You will delve into the history of the Atlantic Slave Trade by studying key characters who worked to abolish the slave trade in 1807.

The song 'Amazing Grace' is one of the most recognisable songs in the English-speaking world - learn about its message of forgiveness and redemption that the song speaks of after the author himself had deserted the slave trade.

Modern Day Slavery is an issue which takes many forms. Be invited to learn about the issue in depth and create your own awareness campaign.

SKILLS

- Literacy
- Communication
- Ethics
- Collaboration
- Personal/Social



SUBJECTS

- Modern History - 50%
- Religion & Ethics - 50%

OUR SPORTING COMMUNITY

LEVEL 3



Sport is fantastic, and we love playing it! But what else makes sport great? In this course, you will have the opportunity to learn about and get involved in the other side of sport, such as coaching or managing.

You will have the opportunity to participate and engage in a range of sporting activities whilst learning about community-based sporting elements including coaching, tournament development, and officiating.

This will culminate in authentic real-world experiences whereby students become actively involved in coaching teams and facilitating competitions within the FLCR community.

SKILLS

- Creativity
- Cultural
- Evaluation
- ICT
- Communication
- Performance
- Personal/Social
- Collaboration



SUBJECTS

- HPE - 90%
- Business- 10%

PEAK PERFORMANCE

LEVEL 3



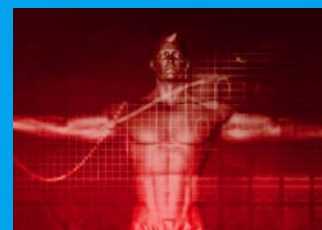
Now you're hitting your peak in a sport, you need to progress to that next step and not plateau.

To do so you will need to engage in a variety of theoretical and practical tasks that broadens your understanding of biomechanics, energy systems, anatomy and physiology. This will help take you to the next level.

This subject is highly recommended for any students looking at Senior PE and/or Certificate III in Fitness in Years 11 and 12.

SKILLS

- Communication
- Collaboration
- Numeracy
- Creativity
- Performance
- Literacy
- ICT
- Evaluation
- Personal/Social
- Analysis

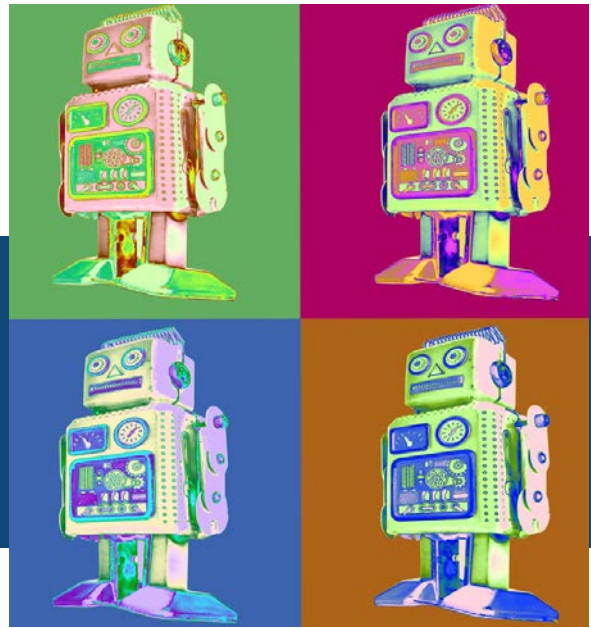


SUBJECTS

- HPE - 70%
- Science – Biology - 20%
- English 10%

POP ART

LEVEL 3



Pop Art is imagery from popular and mass culture, such as advertising, comic books and mundane mass-produced objects.

You will explore various art techniques, styles, materials and processes. Next, you will modify forms by abstraction, distortion and other transformations to create your own Pop Art.

This unit offers unique opportunities to incorporate socially critical comments through the exploration of artists, making, and the genre of advertisements and mass production. Students will evaluate artworks and displays from different cultures, times and places.

Analyse connections between visual conventions, practices and viewpoints that represent their own and others' ideas.

SKILLS

- Literacy
- Creativity
- Collaboration
- Cultural
- Communication

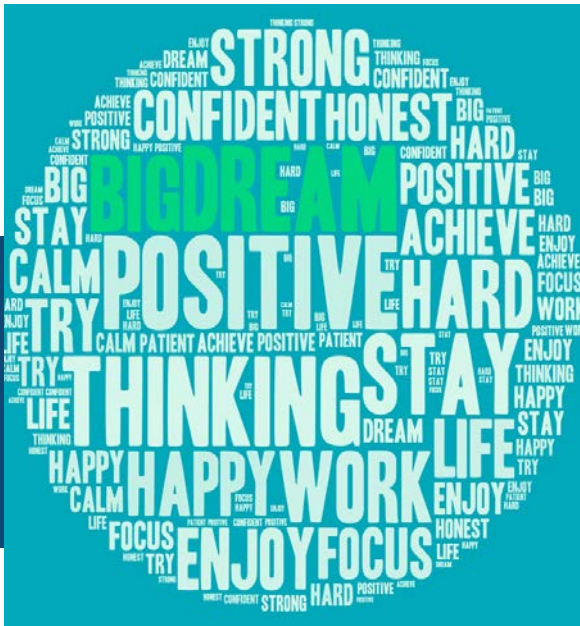


SUBJECTS

- Visuals Art - 80%
- English - 20%

POSITIVE THINKING PSYCHOLOGY

LEVEL 3



Ideally, we would all like to lead happy, healthy, and meaningful lives. We would like to experience positive wellbeing.

In our high pressured, high tech, wealth oriented, developed world, well-being is being challenged.

What is well-being and what contributes to it?

We will explore the nature of well-being and happiness and seek to discover if there are techniques and skills that can help us to lead happier lives and strengthen our well-being through learning the elements of the Positive Psychology.

SKILLS

- Communication
- Personal/Social
- Collaboration



SUBJECTS

- HPE - 50%
- Christian Studies - 30%
- Science – Biology - 20%

PUSH, PULL, SPARK AND A BANG

LEVEL 3



Sir Isaac Newton was able to explain to others the three most fundamental laws of Physics in such a way that everyone could understand them.

You too will be able to explain the concept of energy conservation and represent energy transfer and transformation within systems. You will be able to apply relationships between force, mass and acceleration to predict changes in the motion of objects.

Apply this knowledge to areas of science including thermal energy, musical instruments, electrical energy production and electricity in the home. As well as engineering (such as sports science, car and road safety, bridge and building design, amusement parks, ballistics, forensics, black holes and dark matter).

This could be the start of you being the next Isaac Newton.

SKILLS

- Creativity
- Numeracy
- Evaluation
- Collaboration
- Analysis
- Communication
- Literacy
- ICT



SUBJECTS

- Science – Physics 80%
- Mathematics - 20%

STUDENT'S CAFE (FALCONS LANE)

LEVEL 3



Food is frequently the focal point of our social lives; we share food with family and friends in our homes, in restaurants and cafes, at school, at sporting events and in a variety of other venues. This course is an introduction to the hospitality industry and workplace.

Learn how to plan and prepare for a variety of functions and events in our new student café, 'Falcon's Lane'. This will involve learning about both front and back of house operations as well as food safety and hygiene. Practical work preparing food and beverages will be a strong focus of this unit.

Over the semester, you will be involved in coordinating a weekly café opening as well as a range of school functions. This will involve decisions about the types of food and beverages that will be served, costing of a menu, ordering, preparing, serving, and running of each event.

You will also learn the correct food handling skills, and experiment with the various methods of cooking plus food and beverage presentation. An introduction to the espresso coffee machine will be part of this course.

You will be required to work in the Café out of lesson.

SKILLS

- Literacy
- Numeracy
- Collaboration
- Communication
- Ethics
- Cultural
- Evaluation
- Personal/social
- Creativity



SUBJECTS

- Design & Tech – Food
- 70%
- Economics & Business
- 30%

WORLD RELIGIONS

LEVEL 3



Australia's multicultural diversity presents us with the reality of living in close community with those of different religious faiths and understandings. Many of our Lutheran schools are communities in which a number of school families are practicing members of religions other than Christianity.

We are thankful to live in a country where there is considerable religious freedom and tolerance and it is important for us to gain a measure of knowledge and understanding about other religious groups within our community.

Students will engage in a project where they are assisting a new community in the Redlands that has been established called "Water's Edge". This new suburban community consists of significant numbers of people who identify themselves as Christians, Buddhists & Muslims.

There are concerns that this newly formed multi-faith community will struggle to operate peacefully and respectfully. Students will provide recommendations to the community for how to live together in a peaceful and respectful way.

This is to be studied before the completion of Year 10.

SKILLS

- Literacy
- Communication
- Ethics
- Personal/Social
- Collaboration



SUBJECTS

- Religion & Ethics - 100%



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